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JULY

# COMPUTER +video GAMES

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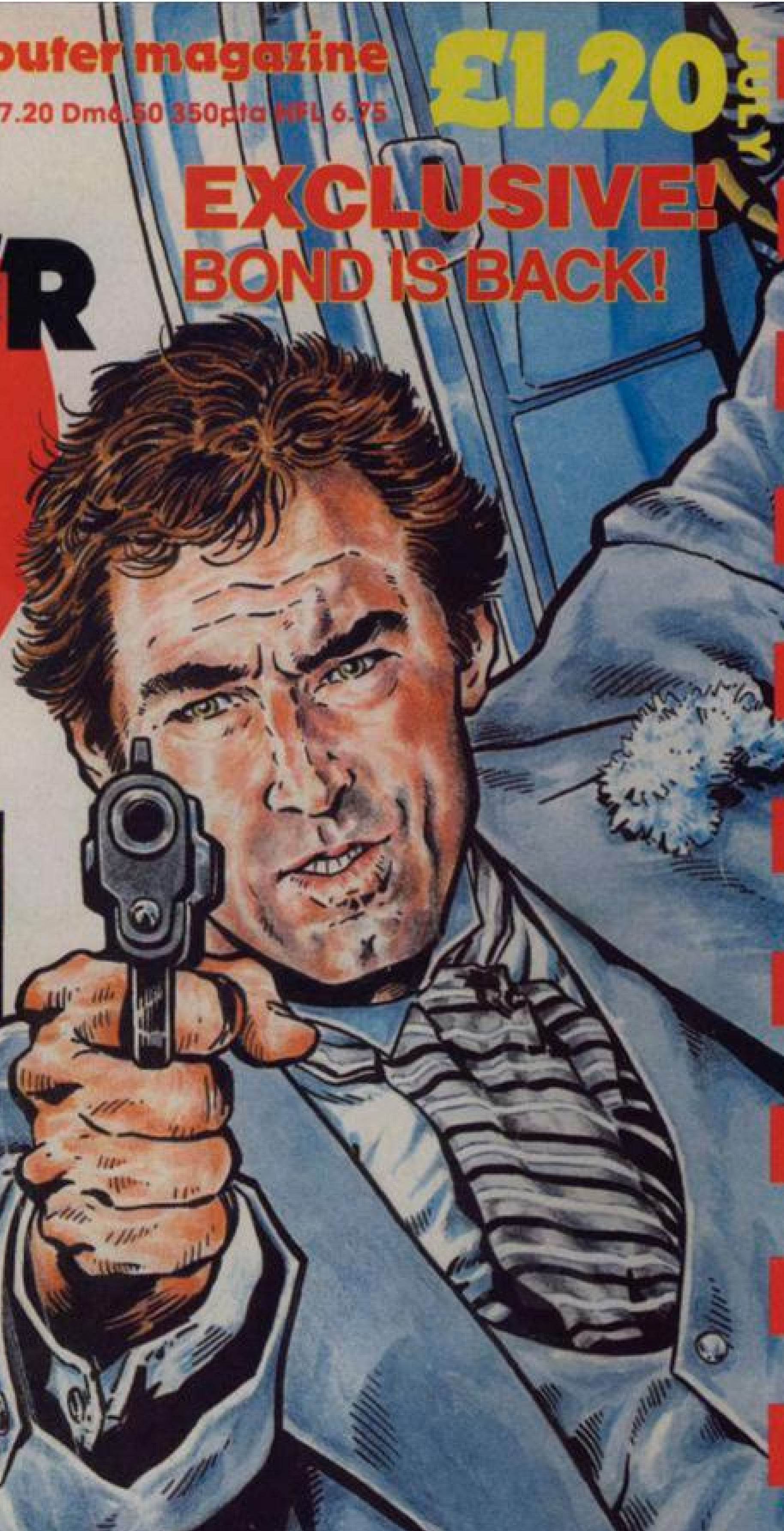

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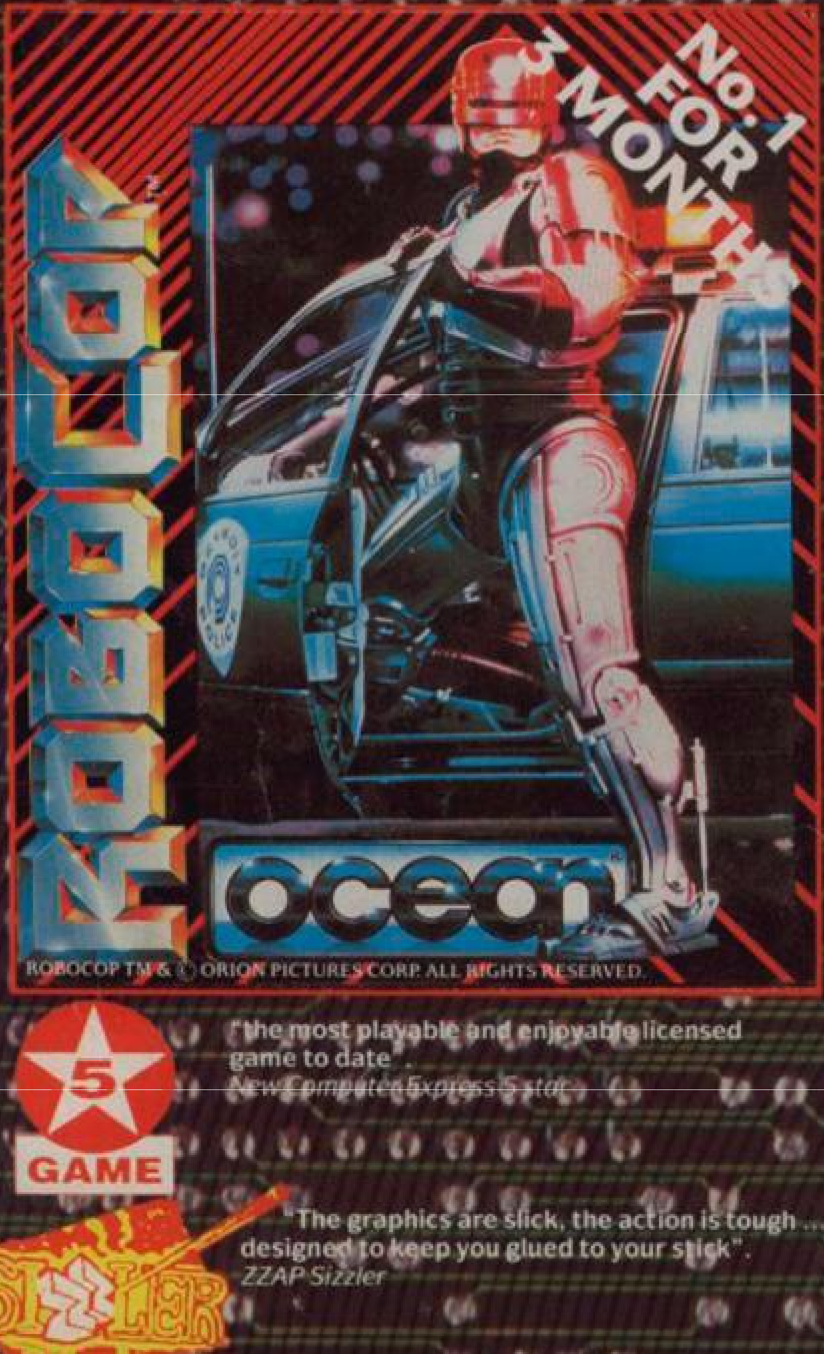
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*ZZAP Sizzler*

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*ST Action STA1*

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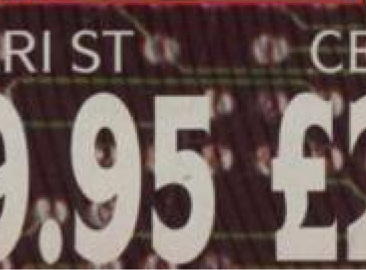
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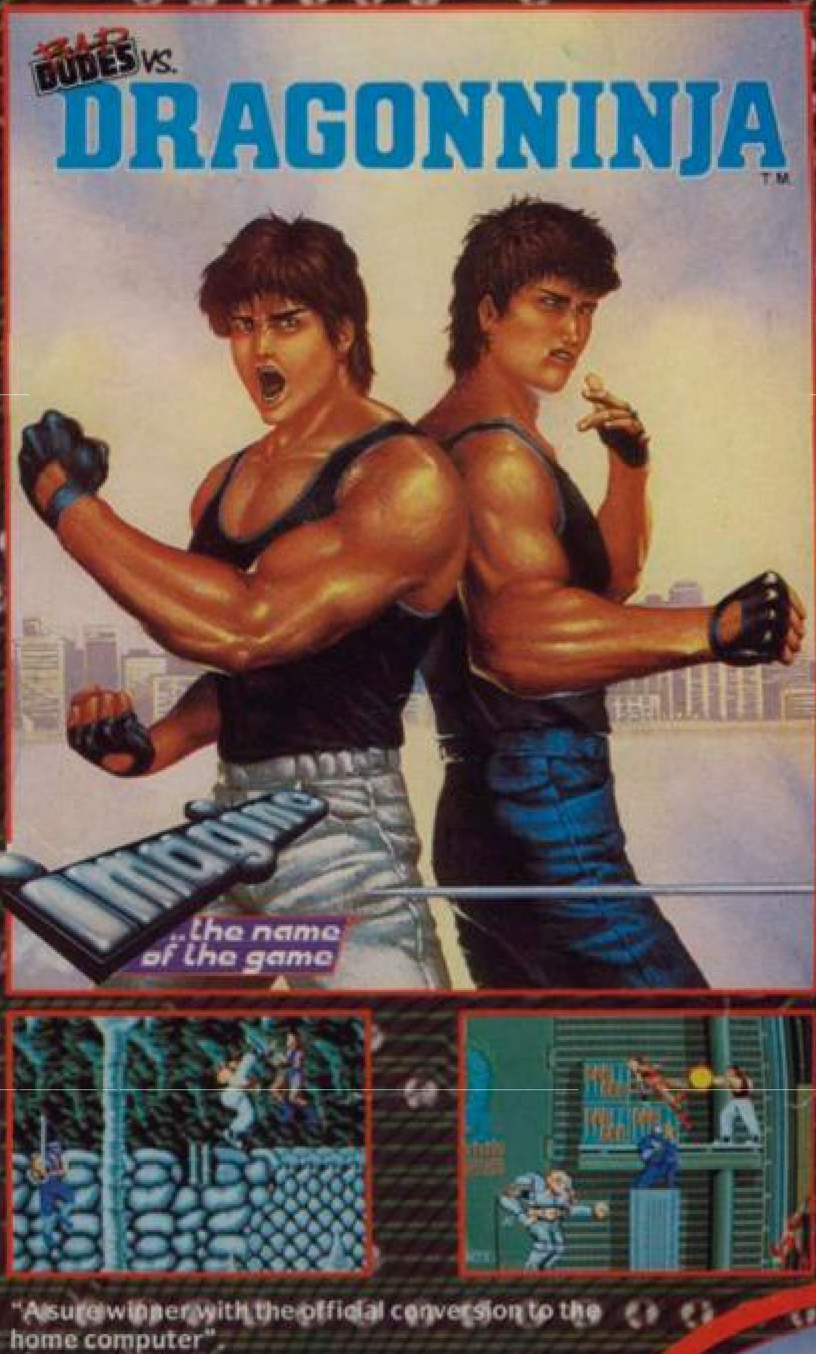
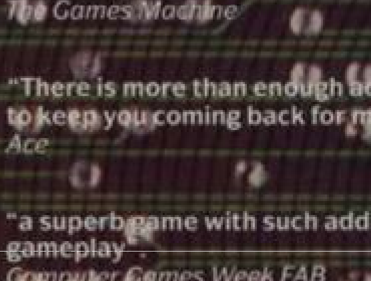
PAUSED


BAD DUDES VS.
DRAGONNINJA
T.M.
Imagine
...the name of the game



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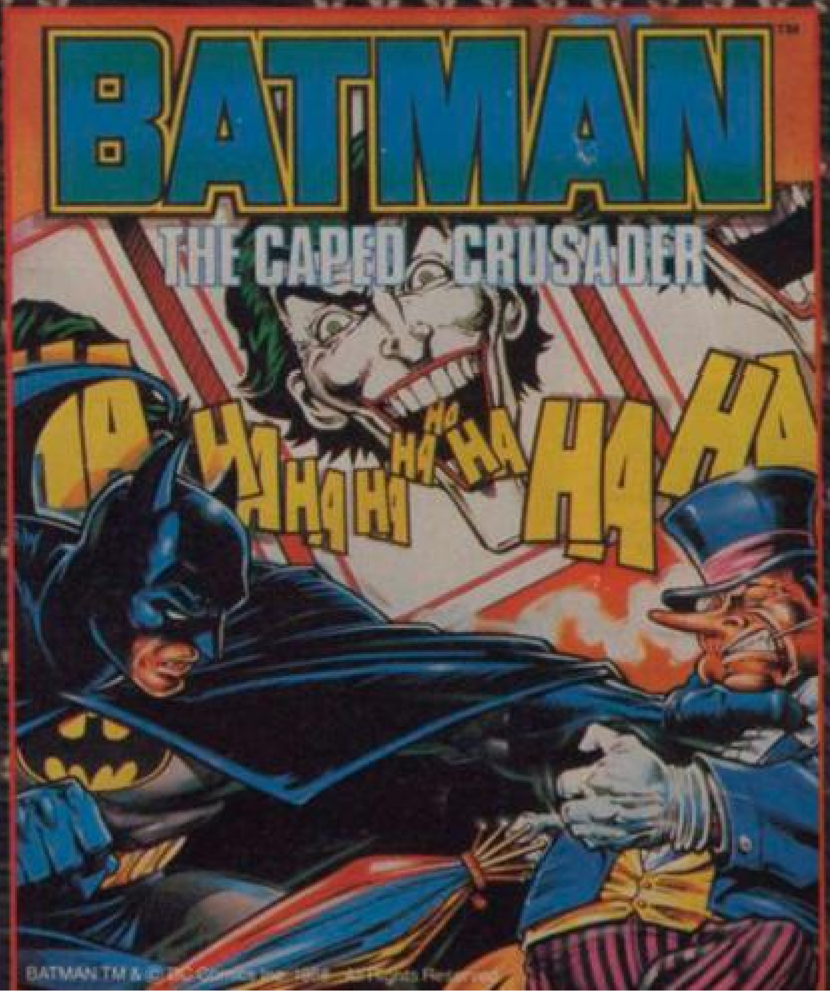

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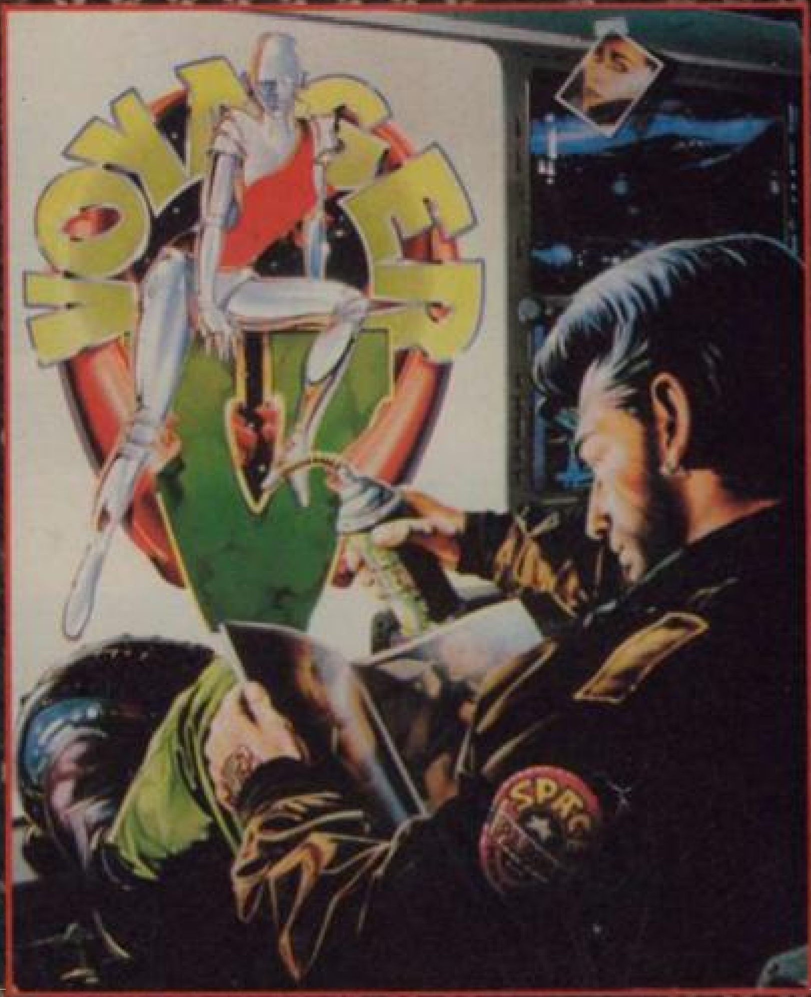

"Special FX programmed the game and have done a great job, recreating the character of the originals with a hint of humour".
*Amiga User Int.*

"The characters and backgrounds are striking – each are superlative – the Amiga features a soundtrack in glorious remixed stereo".
*The One*

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BEAR DOWN.
1949
LO

0:12
23105
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EXIT

## HAND-HELD GAMING 8

We get an exclusive look at the future of hand-held gaming — the Game Boy, a portable Nintendo, complete with its own TV screen and stereo sound. And it fits in your pocket.

Nintendo GAME BOY
SELECT
START

**EDITOR: GRAHAM "VADER" TAYLOR**
A philosopher, philanthropist, PCophile and phillumentist, Graham has a brain the size of a planet and loves budget-tweaking and arcade adventuring.

**DEP ED: JULIAN "JAZ" RIGNALL**
Spends his entire life playing video games in arcades or, when they close, at home. His motto: live fast, score high, don't die.

**ART EDITOR: ANDREA "FUN BAGS" WALKER**
Andy just loves telling people about the fan letter that literally poured through the mailbox last month. Likes: mirrors and "shooty shooty" games.

## CREDITS

**THIS MONTH'S COVER: Jerry Paris. EDITOR: Graham Taylor DEPUTY EDITOR: Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER: Nigel Taylor SALES EXECUTIVE Joanna**

# MEGA COMPS

## WIN A DAY OUT GO-KARTING 22

Twenty, yes twenty first prizes of an utterly fabbo day out go-karting. Loadsachancetowin.

## WIN A SCRAMBLER MOTORBIKE 44

Yes! A REAL burn rubber, cut-up-yer garden, knock-down-Grannies scrambler is up for grabs. And fifty T-shirts and copies of Super Scramble Simulator.

## WIN 16 BIT SEGAS 101

Or PC Engines. Three first prizes are up for grabs — whether you win a Sega Megadrive or Engine is up to you, matey.

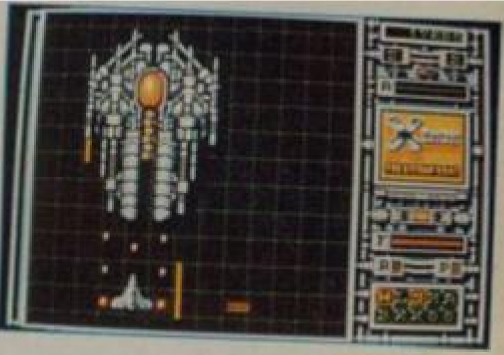
## FOREIGN COMPO 104

A special C+VG competition open to foreign readers only. Win the top twenty games for your machine in this multilingual comp. Extended closing dates means that even those in the furthest corners of the Earth can enter.

O my God it can't be can it?...

## PLAYMASTERS 26

It just gets better and better. How to master Hard Drivin' — the complete arcade guide, a Shinobi map, a zillion mini tips and POKEs, and the definitive computer highscores table. Is your name on it?



## MEAN MACHINES 98

We take an in-depth look at Super Mario Bros II — it's so good you'll need to change your underpants. Plus what's new on the PC Engine.

Action with a vengeance

## MONEY OFF COUPONS 24

Save loads of cash on games like Xenon and Double Dragon with C+VG's mega coupons. Not £4, not £5, not even £6 off, missus. We are talking between £7 and £10 of your English pounds off top ST and Amiga games from Virgin/Mastertronic.

## ARCADES 88

Five brilliant new coin-ops are unveiled in this month's Arcade Action. And there's the Official UK Arcade Highscore table. Can you beat the scores?

Super Mario II - brilliant

## PREVIEWS 106

Unlike another Totally Gormless Mag, we haven't just got crappy arcade screenshots of **Strider** and a guess as what the game is like. We've seen it. We've got shots of the REAL computer conversion. AND the low-down on what it's like. We've also got pics of **Hard Drivin', Dragon Spirit, APB, Chase HQ, Ghouls 'n' Ghosts, the new Batman game, Untouchables, Platoon II, Thunderbirds, Continental Circus, Mr Heli** and **P-47** amongst others.

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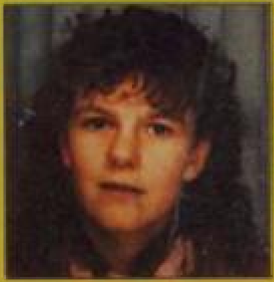
**STAFF WRITER: PAUL "STEROID" GLANCEY**
He's a bit of a brainbox is our Paul. He wields a mean joystick, but most enjoys exercising his intellect on puzzle games and simulations.

**ADVERTISEMENT MANAGER: NIGEL "TINY" TAYLOR**
Takes over from Garry Williams, who has left to become part of the Thames barrier. Nige might be diminutive, but when it comes to selling ads, he's better than ace!

**"SENIOR" SALES EXEC: JO COOKE**
C+VG's tiny token red-head makes Nigel look like King Kong. Her burning ambition is to get a highscore on a video game.



**PRODUCTION ASSISTANT: GLENYS "CUDDLY" POWELL**
Has the biggest collection of teddies in the universe, and likes any games with cute 'n' cuddly characters.

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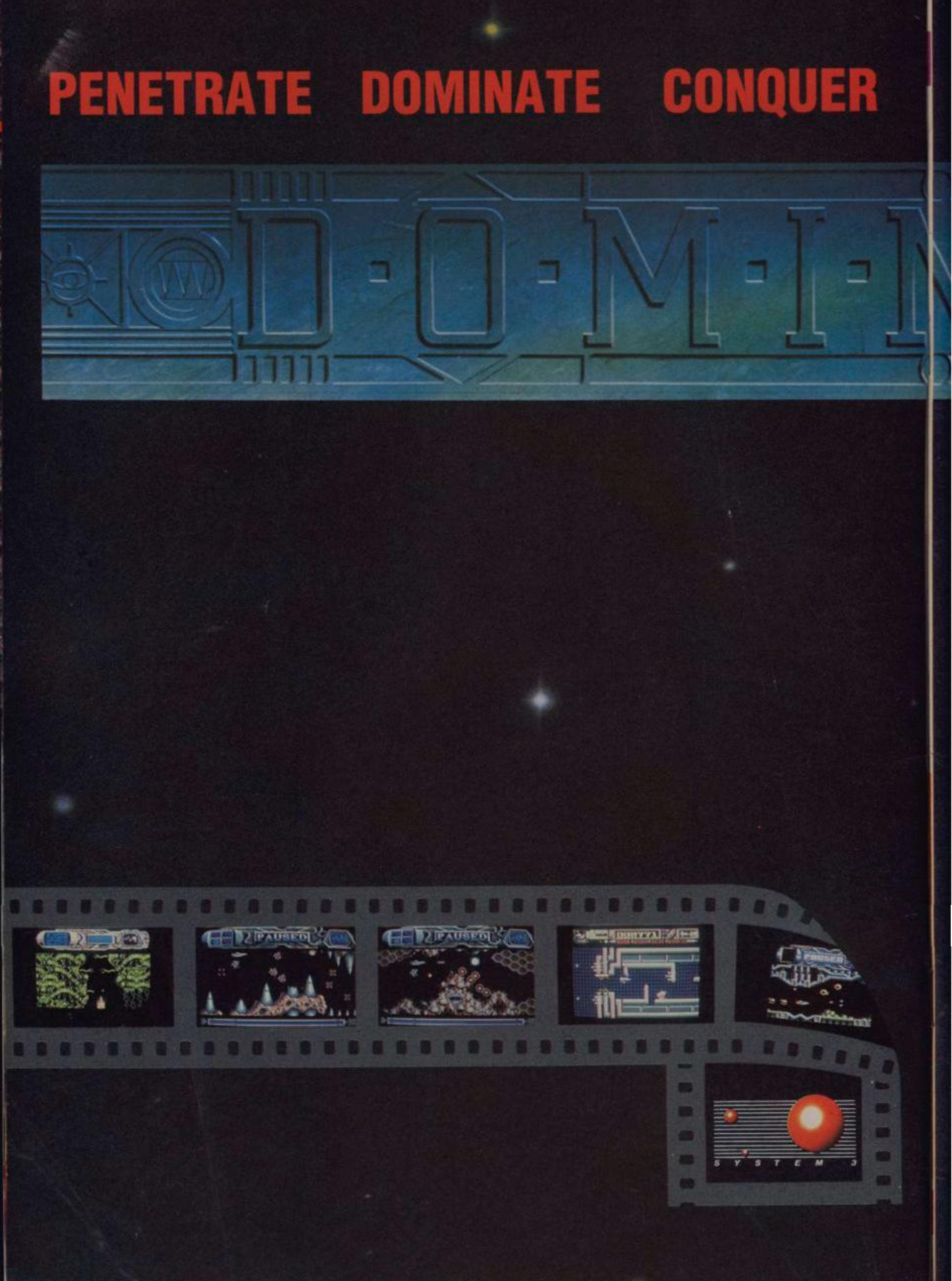
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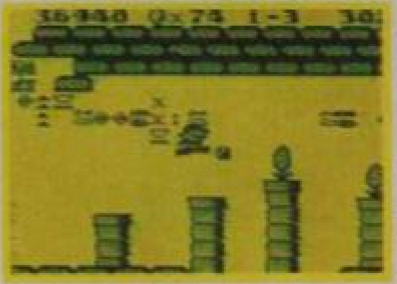
# THE FUTURE OF CONSOLES IS IN YOUR HANDS

**There's a new Nintendo console in town. It fits comfortably in the palm of your hand, has its own tiny TV screen, and the games come on cartridges the size of a matchbox. Sounds too good to be true? Julian Rignall has the story.**



## HISTORY LESSON

Hand-held games machines have been around for over a decade. One of the earliest was Merlin, a simple machine based around a display of nine LED lights and a very basic sound chip.

The next generation came with mini arcade-style games which used multicoloured LED graphic displays, but the graphics were crude and games often simple and very tedious, mainly PacMan and Space Invader-type games.

In the early eighties, LCD hand-helds came onto the market. These monochromatic games gave better graphic detail, were far smaller in size — but were still ultimately very simple and limited. And this has been the way up until now . . .

But that's all about to change with the release of Nintendo's Game Boy, the fourth generation of hand-held machines. And what a generation gap Nintendo have made — the Game Boy makes previous hand-held games look Neanderthal by comparison.

## THE CONSOLE

Basically, the Game Boy is a Nintendo-style console in a bijou case — the whole console measures 9x15cm! On the front is a joypad controller, start, select and two fire buttons, and a little speaker. Above those is a battery power indicator and a black and white 5x4cm hi-res LCD screen, similar to those found on tiny portable tellies like the Sony Watchman.

On the sides are a volume control, headphone socket, external connector (so you can link up with another Game Boy), contrast control and cartridge port. Underneath is the battery compartment, which takes four AA-sized batteries.

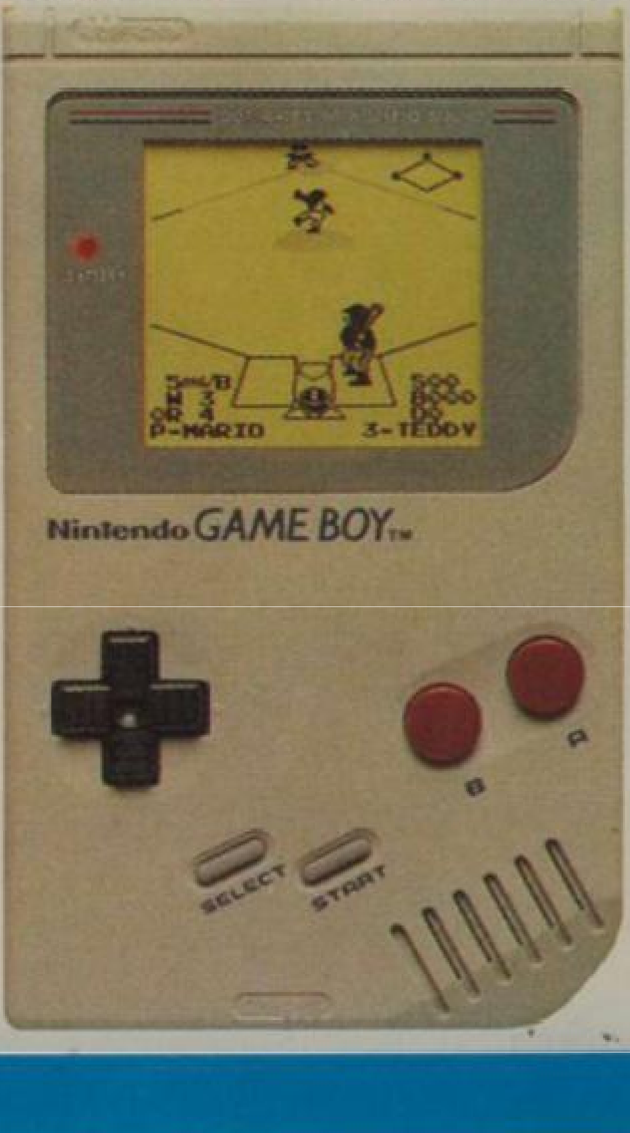
The console is of ergonomic design, and fits in your hand perfectly — playing games on it is a joy!

## THE GAMES

Games come on minuscule 5.5x6cm cartridges, and the two I've got are Super Marioland and Baseball. Marioland is a revamped version of Mario Bros, and has many new features, including a shoot 'em up section with Mario in a little submarine. There are many levels, which include Easter Island, Egyptian, Jungle and Sub-Aqua, and there are more hidden features than any previous Mario game. It's also unbelievably addictive — I've already whiled away many, many hours on the Brighton to London commuter special playing it!

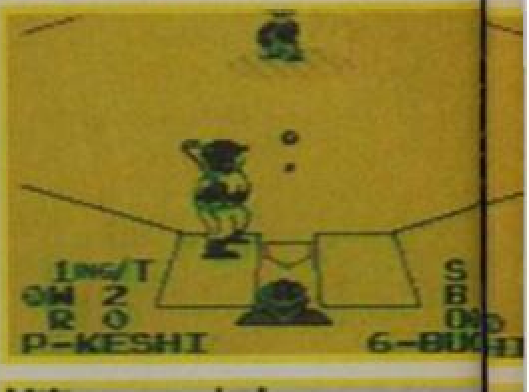
Baseball is also excellent — addictive and very, very challenging. In fact, I'd go so far to say it's one of the best baseball games I've seen on a console!

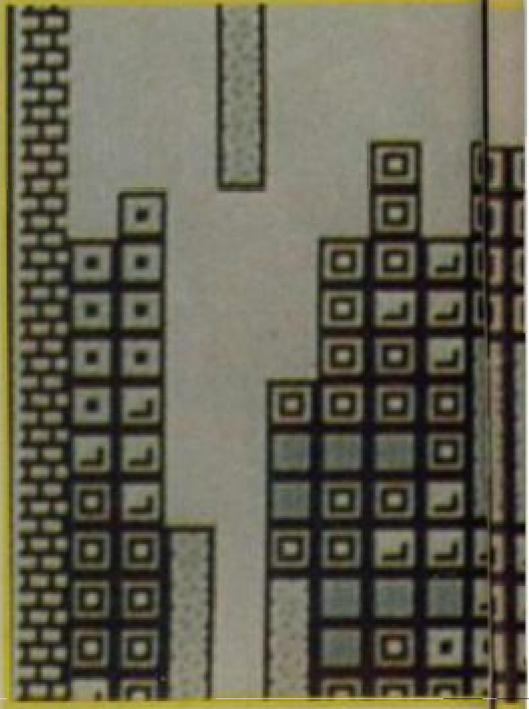
Other games available are Tetris, Alleyway (an Arkanoid game), a funny looking platform game that I don't know the name of, Tennis and Mah Jongg. And apparently there are even more games in the pipeline.



## THE GRAPHICS

The high contrast screen gives amazingly sharp graphics, and although the graphics are small there's absolutely no eye-strain involved using it. The Marioland graphics are superb, with a minuscule Mario and a myriad of mini meanies and brilliant backdrops, all in incredibly tiny detail. Scrolling is smooth, but there's a little bit of an afterblur due to the LCD screen — but it's nothing that impairs the game. Baseball uses large sprites for batting, and switches to a plan of the field. Again, it's very clear and you can see exactly what's going on.



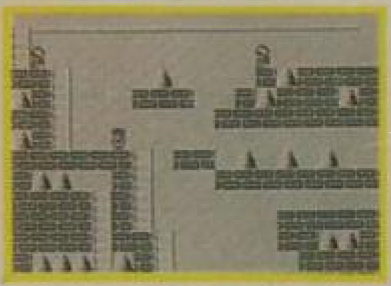


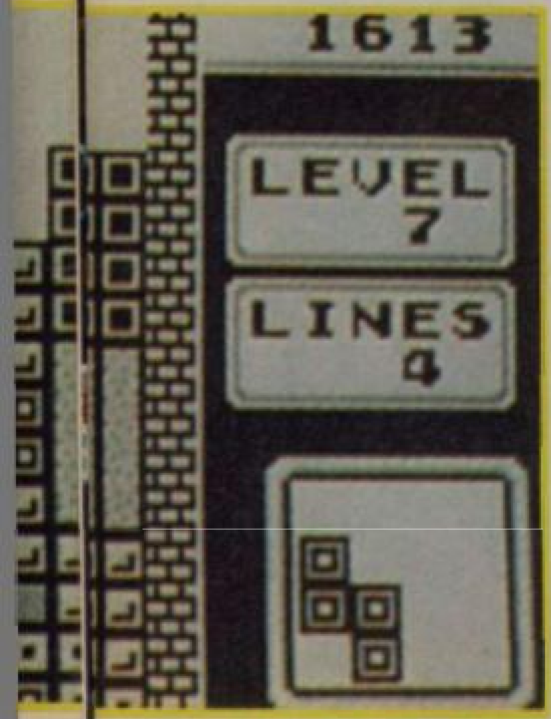
## THE SOUND

Amazingly for a console this small, the sound is in glorious stereo! Mario features some great tunes and jingles of similar ilk to a regular-sized Nintendo. As an added bonus, the Game Boy comes with its own headphones (pretty good quality), so you don't need to annoy anyone else while you're playing it.

## WHERE, WHEN AND HOW MUCH

The Game Boy is currently only available in Japan and has already sold 500,000 units — an incredible 300,000 were shifted on the first day! It costs around £55, and games cost between £15 and £20. I spoke to Nintendo's UK office and asked whether they have plans to release the Game Boy in Britain, and was pleased to hear that they have . . . but they haven't decided on a release date as yet. But as soon as they have, we'll be the first to tell you. Just watch this space.





## DIAL FIST II

Fans of the FIST telephone game will be in seventh heaven to hear that FIST II has just started. It features a new improved game system that's even better than the original FIST!

There's a monthly highscore competition, with "real gold" prizes. But before you dial, make sure you have your parent's permission, 'cos calls can cost up to 38p a minute — and that gets mighty expensive if you're on for hours.

## WAR WITHOUT TEARS

Quasar is a brand new "live computer game". Two teams of ten persons armed with light guns engage combat, and the object is to simply wipe out the other team. The game is played inside a converted cinema.

Quasar is based in London N8 — if you're interested, ring 01 348 9798 for more details.

## ACTIVISION HELPLINE BOO-BOO

We printed the details and phone number of Activision's new adventure help line last month. Imagine our surprise when Activision rang us to say that the number they sent us was wrong, and in fact was the number of a certain Mr Davy of Reading. Ooops! He certainly didn't see the funny side when he got calls at all hours from people asking for help on Sierra games and stuff.

The real number is 0734 310003. So don't dial wrong now, kids.

## CRACKDOWN CONVERSION

We reviewed Sega's new coin-op, Crackdown, last month and thought it was pretty ruddy good. Imagine our surprise when, literally weeks later, US Gold rang up to say that they had just bought the rights to the machine, and that ARC, responsible for the brilliant Forgotten Worlds conversions, had already started work on it!

Unnatural and uncanny coincidence or what?

## BUG REPORT

**We can't believe it! We thought we'd get a few reported bugs and the whole thing would build gradually but we got hundreds! We're obviously going to have to work out how much space *Bug Report* is going to need in future. But for the minute we've chosen a random selection roughly representing the proportions of bugs we got send in for each machine.**

## BUT IS IT A BUG?

**In some cases it's possible that some of these reports may NOT turn out to be Bugs — we'll have to see how many people write in to confirm each one. But all sound possible and likely. A few people send in "BUGS" that we're just dodgy game playing so we've ignored them (If we get any really ridiculous ones we might print them). Mostly though it looks like there are a lot of sizeable problems on a lot of serious software out there. We'll try to help put it right.**

**MACHINE TYPE:** ATARI ST
**GAME NAME:** KICK OFF
**LEVEL BUG OCCURRED:** LOADING
**WHAT HAPPENS:** *Only seems to load on a 520 ST (single sided drive — not on double sided 1 meg capacity drive)*
**NUMBER OF REPORTS SO FAR:** 1

**MACHINE TYPE:** ATARI ST
**GAME NAME:** WAR IN MIDDLE EARTH
**LEVEL BUG OCCURRED:** AT ANY TIME
**WHAT HAPPENS:** *Just crashes randomly and two purple bugs appear on the left hand of the screen*
***NUMBER OF REPORTS SO FAR:*** *1*

***MACHINE TYPE:*** *ATARI ST*
***GAME NAME:*** *DRAGON NINJA*
***LEVEL BUG OCCURRED:*** *RANDOMLY*
***WHAT HAPPENS:*** *When you die you come back on the screen flashing — if the enemy hits you even once all your energy goes and you die*
**NUMBER OF REPORTS SO FAR:** 1

**MACHINE TYPE:** ATARI ST
**GAME NAME:** OIDS
**LEVEL BUG OCCURRED:** VARIES
**WHAT HAPPENS:** *Enemy becomes indestructible*
**NUMBER OF REPORTS SO FAR:** 1

**MACHINE TYPE:** SEGA
**GAME NAME:** FANTASY ZONE II
**LEVEL BUG OCCURRED:** 6 and 7
**WHAT HAPPENS:** *When things get really frantic you disappear so you can't tell if you get zapped*
**NUMBER OF REPORTS SO FAR:** 1

**MACHINE TYPE:** C64
**GAME NAME:** ROBOCOP
**LEVEL BUG OCCURRED:** LEVEL 2 SCREEN 4
**WHAT HAPPENS:** *All background characters are messed up making it impassable as you don't know what you've done*
**NUMBER OF REPORTS SO FAR:** 2

**MACHINE TYPE:** C64
**GAME NAME:** ACE2
**LEVEL BUG OCCURRED:** VARIOUS
**WHAT HAPPENS:** *Program locks on second and subsequent goes*
**NUMBER OF REPORTS SO FAR:** 1

**MACHINE TYPE:** ATARI ST
**GAME NAME:** TRACK SUIT MANAGER
**LEVEL BUG OCCURRED:** VARIOUS POINTS
**WHAT HAPPENS:** *When a player is sent off he continues to play without a name*
**NUMBER OF REPORTS SO FAR:** 1

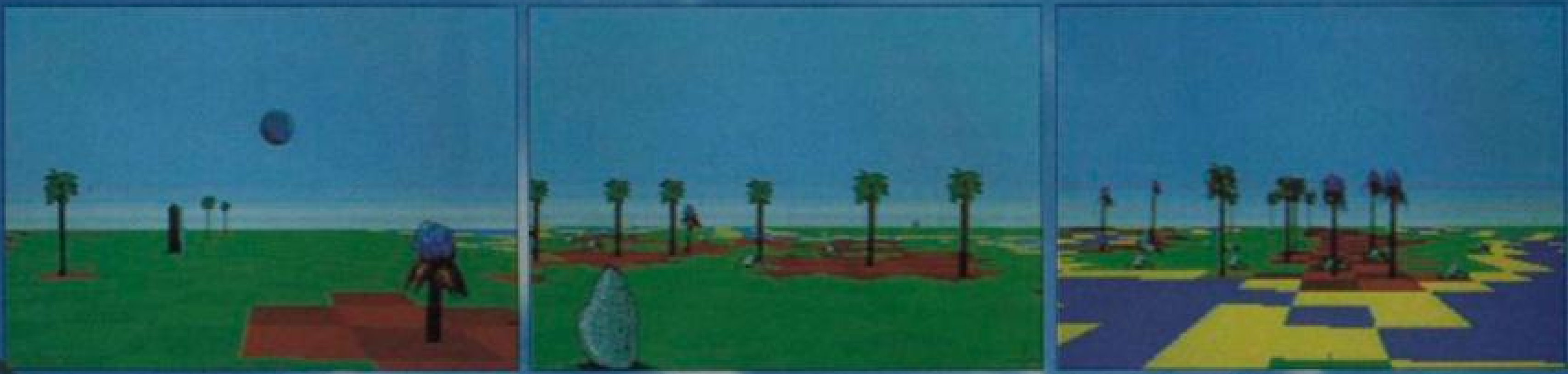
**IF you can confirm any of the above bugs or have new ones of your own to offer fill in the coupon below and send it to *BUG REPORT, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU***

**NAME:**..........................................................................
**ADDRESS:**....................................................................
...................................................................................
**MACHINE TYPE:** ............................................................
**GAME NAME:**................................................................
**LEVEL BUG OCCURRED:**..............................................
**WHAT HAPPENS:** ..........................................................
...................................................................................
...................................................................................

**REMEMBER — Try to ensure your bug really is a bug and not (a)you not be any good at the game or (b) you having a dodgy disk drive or tape recorder.**

# ARCHIPELAGOS

MASTERWORKS FOR THE MILLENNIUM



*Atari ST screen shots*

*Imagine a game without violence, yet as chilling as abandoned places where people have died and never returned.*
*Imagine a 3D world, yet the only forces are those that come from the ground.*
*Imagine the danger of a tormented soul, carried aloft by nothing greater than the wind.*

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FORMAT GOLD
STAR

# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the money.

### PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

**85+**
A C+VG HIT! An outstanding game that shouldn't be missed.

**70-85**
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

**55-69**
Average to fairly good. Could still appeal to fans of the genre.

**40-55**
Below average to average. Generally a disappointment.

**15-39**
Generally a poor game that mightn't even appeal to the most ardent fans.

**14-**
Ugh! Binary sewage that's guaranteed to make your computer throw up.

## REVIEWERS

### JULIAN RIGNALL

C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

### PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

### PHIL SOUTH

An all rounder who likes all manner of games — as long as they're good.

### CIARAN BRENNAN

Arcade-style games are Ciaran's forte.

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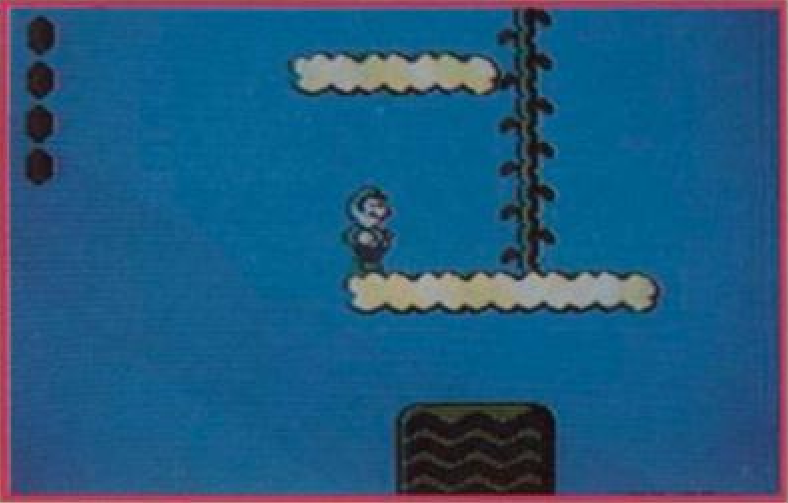

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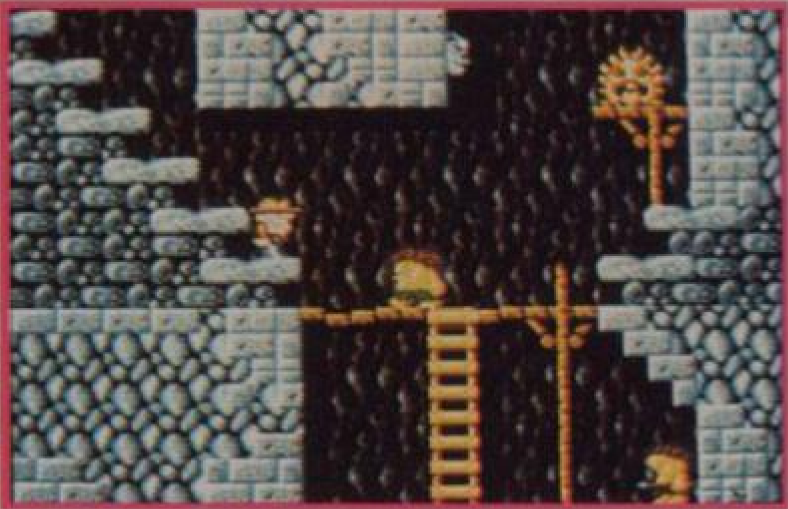

## C+VG HIT! REVIEWS

**PHOBIA 15**
Brilliant C64 blasting from Mirrorsoft.

**DATASTORM 17**
"The best blast ever", says Jaz. See if you agree.

**SILKWORM 36**
Amazingly slick shooter from Virgin/Mastertronic.

**BLACK TIGER 54**
This new US Gold conversion glitters!

**TEST DRIVE II 62**
Accolade's mega racer get's C+VG's mega accolade.

**RICHARD DANGEROUS 80**
Superb fun-packed platform buffoonery from Firebird.

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The best Nintendo game yet — it's a stonker!

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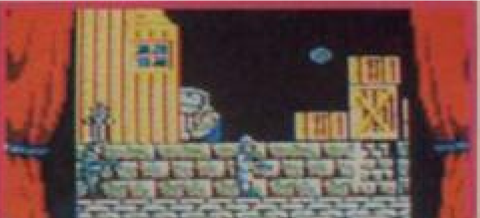

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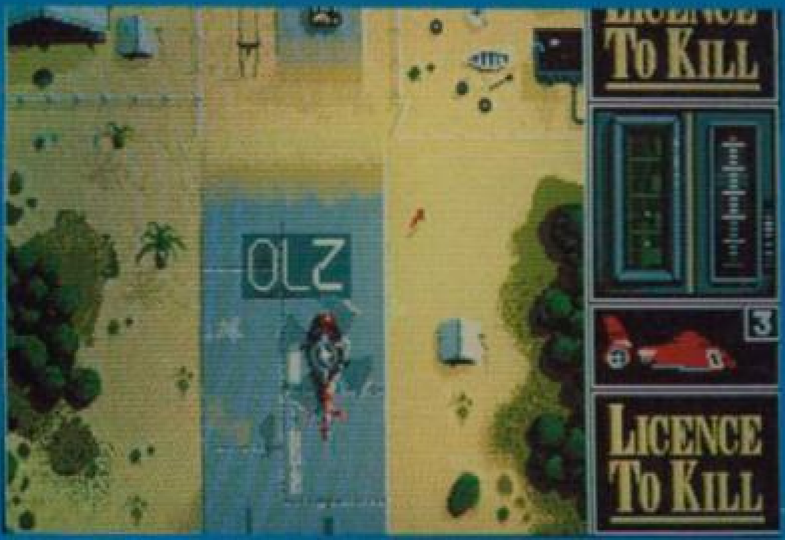
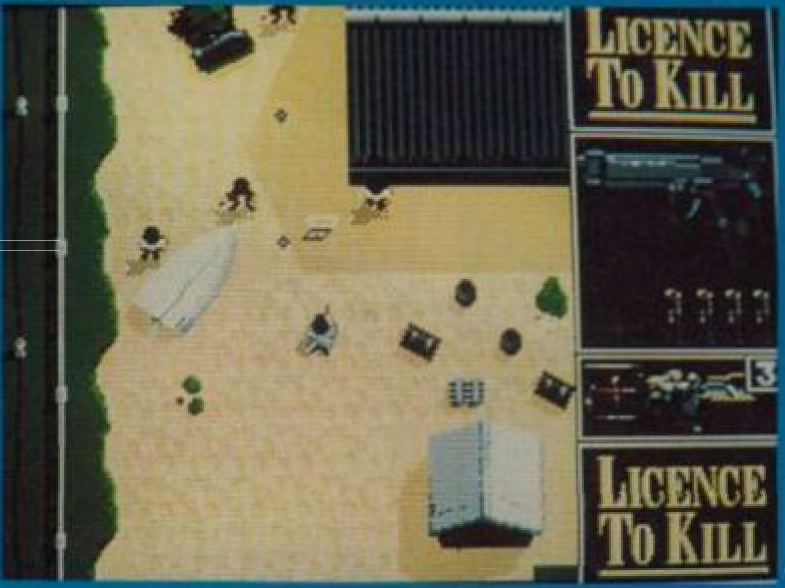
# JAMES B

# LICENCE

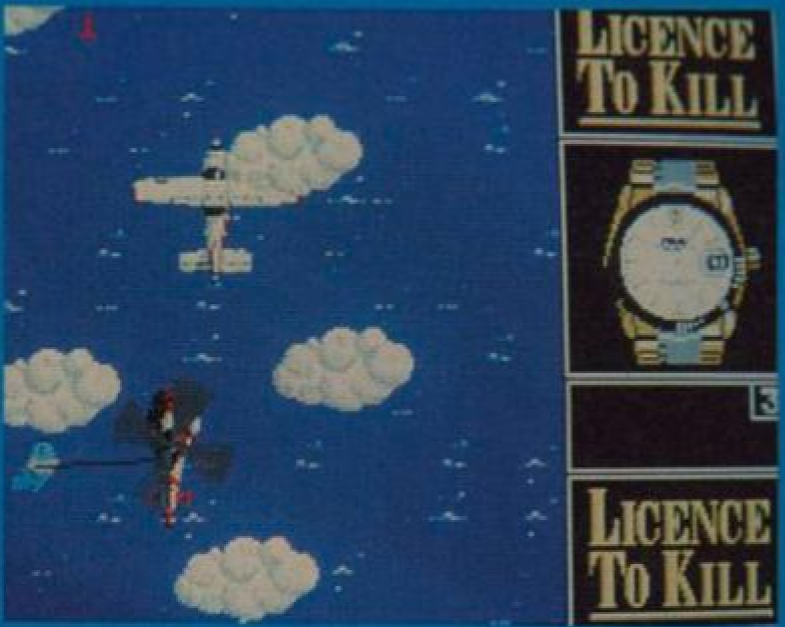
**After nearly a two-year absence from the Cinemas, that evergreen secret agent, 007 James Bond, returns to the silver screen with a vengeance in Licence to Kill. It promises to be one of the most spectacular Bond films yet, with a dazzling array of stunts and special effects. As with the last two Bond films, Domark have secured the rights to produce a game of the film, and it's looking good. Very good. Paul Glancey sneaks a preview.**



On the first level, Bond chases after a jeep in a helicopter with the intention of blasting it off the road. Sounds easy, but you must watch out for tall landscape features which the chopper can crash into!



With the jeep destroyed, Bond wanders up the vertically scrolling screen blasting an army of baddies with his Beretta. Luckily he can even the odds by finding an Uzi machine pistol!



Level three sees Bond hanging off a chopper, attempting to attach a winch to the tail of the baddie's plane. Time isn't on your side, you have to move fast to stop the plane from escaping.

Licence to Kill is split into three distinct stages which follow land, sea and air scenes from the film.

The action starts over Cray Cay, an island off the coast of Miami, with 007 and Felix Leiter flying a coastguard helicopter while Sanchez makes his escape up the screen in a jeep. Shooting the jeep is the only way to stop him, but accurate blasting is difficult when you have to simultaneously dodge around tall trees, telegraph poles and buildings.

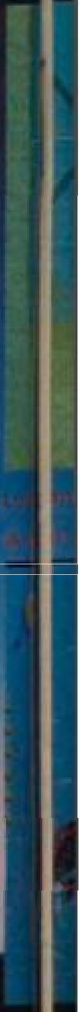
Sanchez eventually has to leave the jeep, so he's forced to leg it. But James follows *Commando*-style with his Beretta, ready to pick off the Sanchez hordes. By holding the fire button and pushing left or right on the joystick, you can select one of 32 directions of fire, then run up the screen, gun blazing. Dead Sanchezites leave behind extra rounds of ammo, and the odd machine gun to aid the 007 cause.

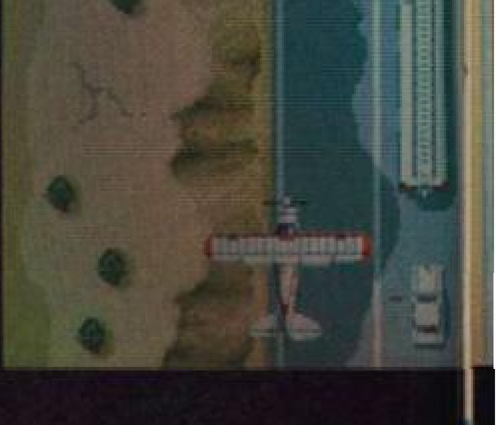
At the end of the level Bond has to climb back into the helicopter to pursue his foe, who has just leapt into an aeroplane. To stop the plane, Bond has to swing below the chopper and jump on to the tail of the dodging plane, disable it, then attach a rope so that it can be towed to the coast.

The scene then changes to the ocean. James is in his scuba gear, and he has to swim through shark-infested waters, stabbing any of Sanchez's divers who dare challenge him, and grabbing drugs packages for bonus points.

At the end of the stage Sanchez's seaplane is just taking off. Quickly, Bond shoots one of the pontoons with his harpoon gun and he's dragged after it. His progress up the line towards the plane is slowed by having to dodge oncoming catamarans piloted by terrorist yachtsmen.

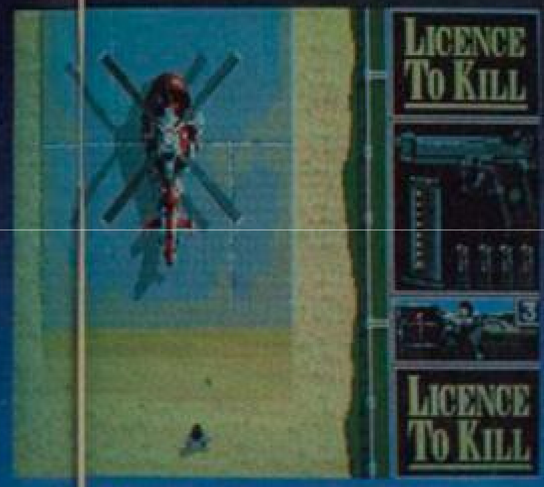
Reach the plane and you're onto the third stage, which follows the destruction of Sanchez's drug factory. The bad guy is making for the border in a convoy of 18-wheeler semis full of drugs. James starts in a cropduster, but he has to jump down onto the rearmost truck, take control of it and use it to





# BOND 007

# E TO KILL™



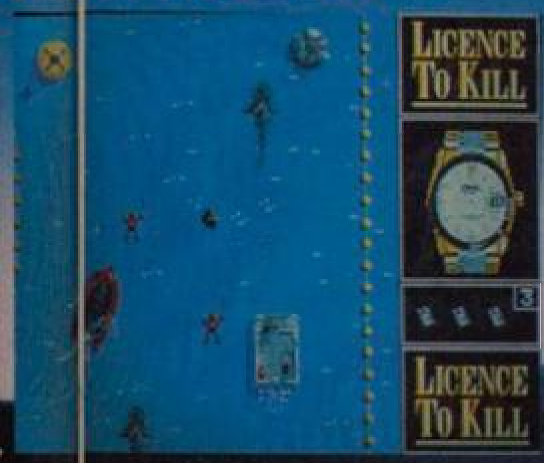
[illegible]

[illegible]

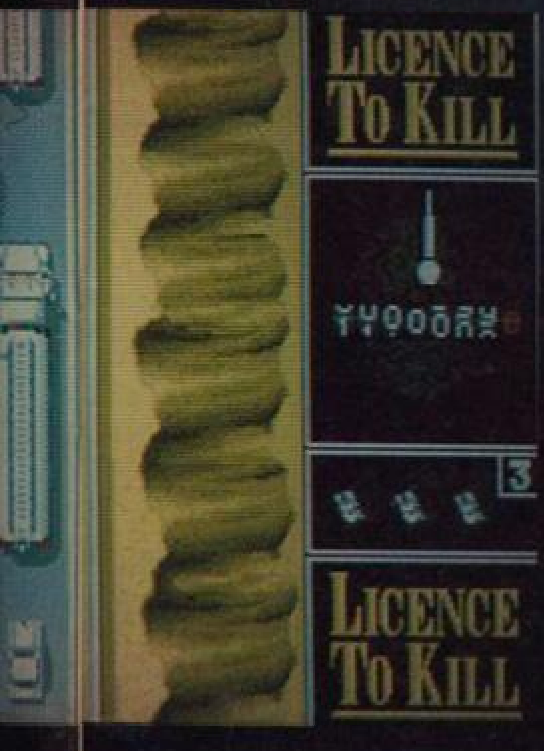
run the others off the road, dodging missiles which they fire in your direction. The final rig contains Sanchez, and once you've seen that off, the world is safe again.

The ST and Spectrum games are the versions we've seen, and they're looking impressive. The C+VG Bond Game Fan Club (North London Branch) wait with bated breath for the game's release in July across all major formats.

**PAUL GLANCEY**



wheels on the wagon and Jim's still trucking along.



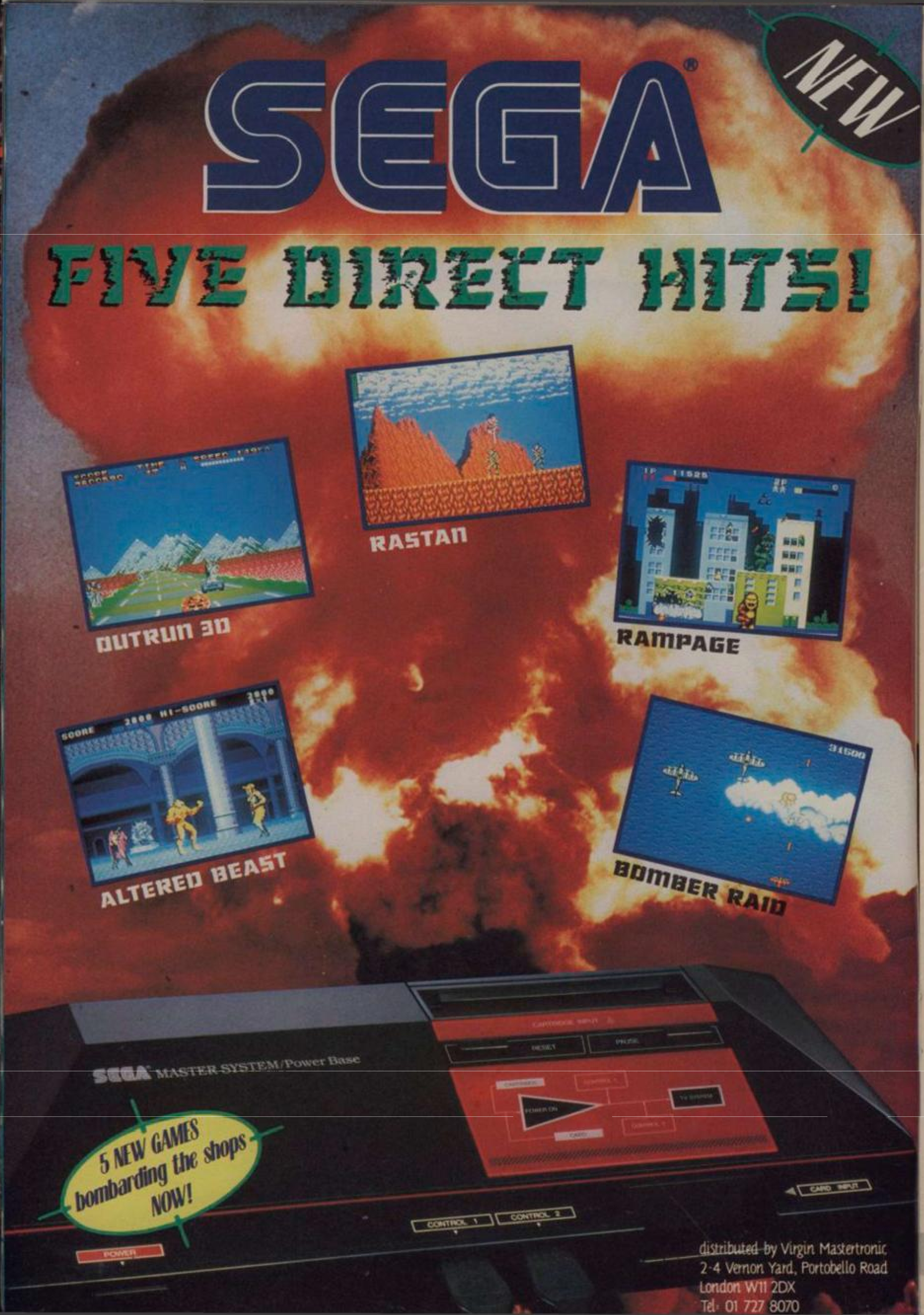
## THE BOND GAMES . . .

Domark's first Bond licence, A View to a Kill, appeared way back in 1985, and received little acclaim. Well, it was pretty grotty — even Domark admit that — and featured four levels of naff arcade action with primary school graphics. The tune was quite good, though . . .

Things got a bit better with Domark's second Bond licence, the 1987 release, The Living Daylights. The gameplay was limited, but fairly enjoyable, and featured Bond wandering along a horizontally scrolling backdrop taking pot-shots at baddies. It was fun, but the general reaction was that more could have been made of the game.

Last Christmas saw the third of the 007 series, Live and Let Die, the game of the early 70's Bond film. The film features a lengthy boat chase, and it's this scene that the game is based on. It's a fast-action shoot 'em up, almost like Roadblasters on water, with you whizzing down a neverending river in a speed boat, avoiding obstacles and blasting other craft out of the water. It's a tough and enjoyable game, but didn't really feature Bond as such . . .

And that brings us bang up to date with Licence to Kill, which certainly looks like the best Bond game yet! We'll bring you a full appraisal of the game in the next issue of C+VG.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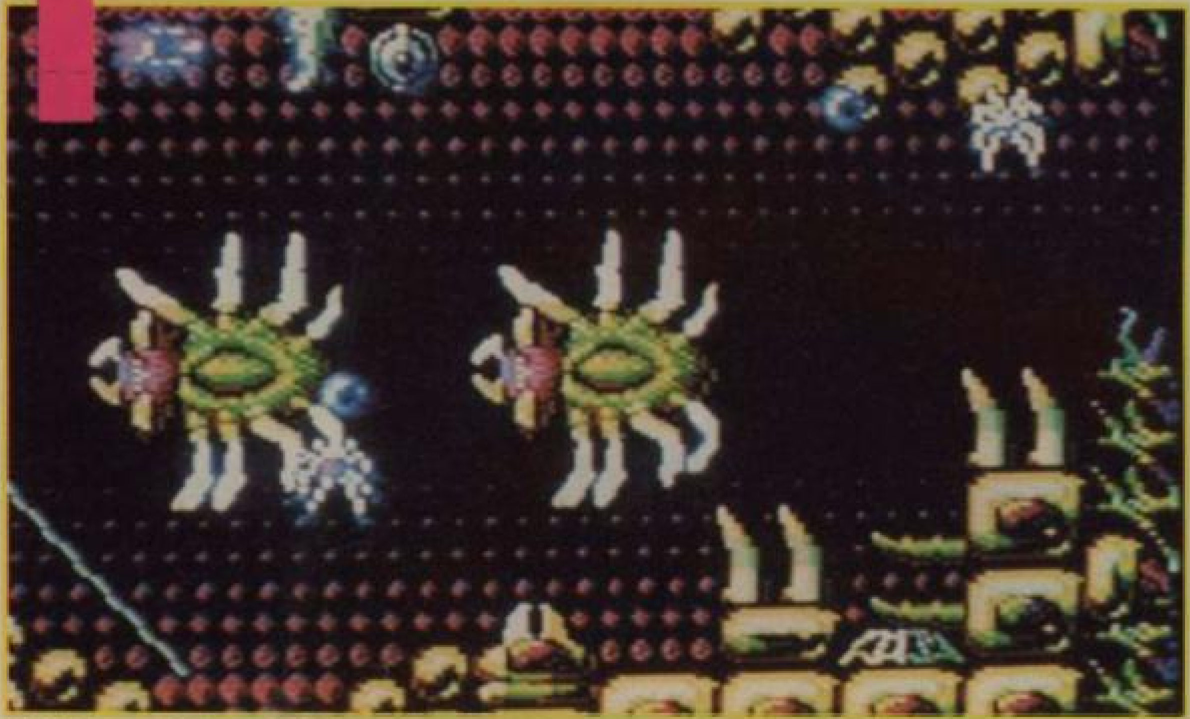
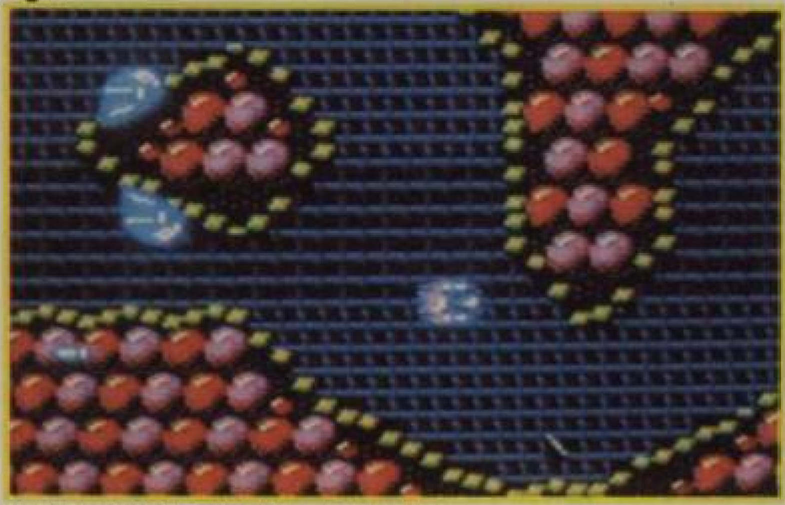
# PHOBIA

C+VG HIT!



▲ *Phobia — the best C64 blast in ages.*



▲ *Lovely and colourful — level two.*

Get your strait jacket out of the wardrobe and start doing up the straps, matey. This psycho-blast from Tony Crowther turns your subconscious fears into laser fodder, and uses them to drive you completely crazy!

Phobia is a one or two-player horizontally-scrolling rescue mission set in the sort of solar system your mother always warned you about. Fifteen planets lie between your spaceship and your ultimate goal, the sun. That's where the Galactic Emperor is being held by Phobos, a chap who apparently doesn't like politicians.

To reach the sun and rescue the Emperor, you have to collect the nine pieces of a heat shield which are scattered throughout the system. Of course, you don't know exactly where.

Anticipating a rescue bid, Phobos has populated each planet with monsters taken from man's worst nightmares. The first planet you have to fly through is full of giant spiders which cast deadly webs across your path and spit venom bombs at your spaceship. Fortunately, dead spiders leave behind little gun icons which provide increasingly rapid firepower, air to ground missiles and speedups.

After you've plugged the mega-beastie at the end of this section you're still only half way through the first planet. The second half has you zipping through a tortuous maze of passages with an egg at the end. Shoot through the eggshell and a question mark appears, which, if you're lucky, is part of the heat shield.

Now this may sound like yer standard shoot 'em up to you, but Phobia has one or two neat innovations. If you opt for one player mode, a press of the space bar gives your ship a double, which doubles your field of fire, but makes you a bigger target. If you do play with someone else, shooting the rear of his ship charges up his super-weapon, which launches up to three unstoppable missiles across the screen.

Phobia's most vaunted technical innovation is the use of colour switching techniques to display 32 colours on the C64 (which is only designed to provide 16). However Tony does it, it's an effective trick which has been used to make the sprites and backdrops very pretty to look at as they scroll past.

Not that there's much chance to admire the scenery, though. Swarms of monsters appear from all angles, and even gamers with the most turbo-charged reactions will have their hands full dodging bullets and the scenery. The collision detection is often in your favour, but still the game is no picnic. After many a game spent trying to get through the first level my sanity was in serious jeopardy, but unfortunately I just couldn't drag myself away and now listen to me. Burble burble burble.

**PAUL GLANCEY**

## UPDATE

***Tony Crowther is also programming the Amiga and ST versions of Phobia, which will keep the same gameplay, but be graphically better than the C64 version. Sonic differences apart, the ST and Amiga versions should look identical thanks to further use of the 32 colours trick on the ST, and both versions are due at the end of June, priced £24.99.***

| **C64** | **£9.99** |
|---|---|
| **GRAPHICS** | **89%** |
| **SOUND** | **62%** |
| **VALUE** | **87%** |
| **PLAYABILITY** | **88%** |

***Apart from the lack of music, Phobia is superb — pretty graphics, extremely addictive blasting gameplay, even the multiload isn't too intrusive. The best 64 blast since Armalyte.***

| **OVERALL** | **88%** |
|---|---|

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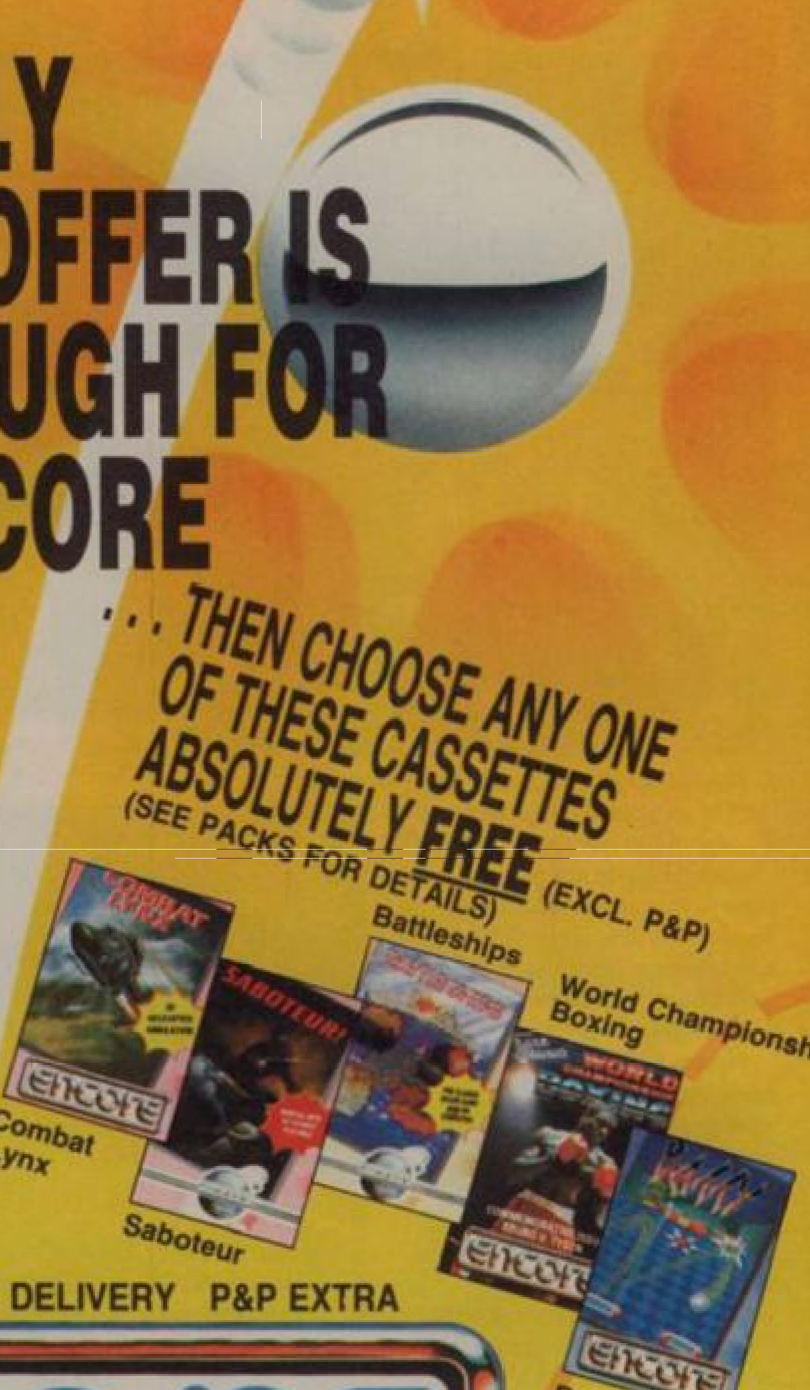
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|---|---|---|---|---|---|---|---|
| Bombjack | ● | ● | ● | ● | | | 1.99 |
| Airwolf | ● | ● | ● | ● | ● | ● | 1.99 |
| Battleships | ● | ● | ● | | | | 1.99 |
| Saboteur | ● | ● | ● | | | | 1.99 |
| Combat Lynx | ● | ● | ● | | | | 1.99 |
| Frank Bruno's World Championship Boxing | ● | ● | ● | ● | | | 1.99 |
| Turbo Esprit | ● | ● | ● | | | | 1.99 |
| Grand National | ● | | | | | | 1.99 |
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| 1942 | ● | ● | ● | | | | 2.99 |
| Kokotoni Wilf | ● | ● | ● | | | | 1.99 |
| Bombjack II | ● | ● | ● | ● | | | 1.99 |
| Roller Coaster | ● | | | | | | 1.99 |

### CASSETTES

| Title | Spectrum | Comm 64 | Amstrad | Comm 16 | BBC | Electron | Price |
|---|---|---|---|---|---|---|---|
| Commando | ● | ● | ● | ● | ● | ● | 2.99 |
| Storm Warrior | | ● | ● | | | | 1.99 |
| Deepstrike | ● | ● | ● | | | | 1.99 |
| Saboteur II | ● | ● | ● | | | | 1.99 |
| Blue Thunder | ● | ● | | | | | 1.99 |
| 3 DC | ● | | ● | | | | 1.99 |
| Harrier Attack | ● | ● | ● | | | | 1.99 |

### DISKS

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|---|---|---|---|---|---|
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| Airwolf | ● | 4.99 | Combat Lynx | ● | 4.99 |
| Battleships | ● | 4.99 | Commando | ● | 4.99 |

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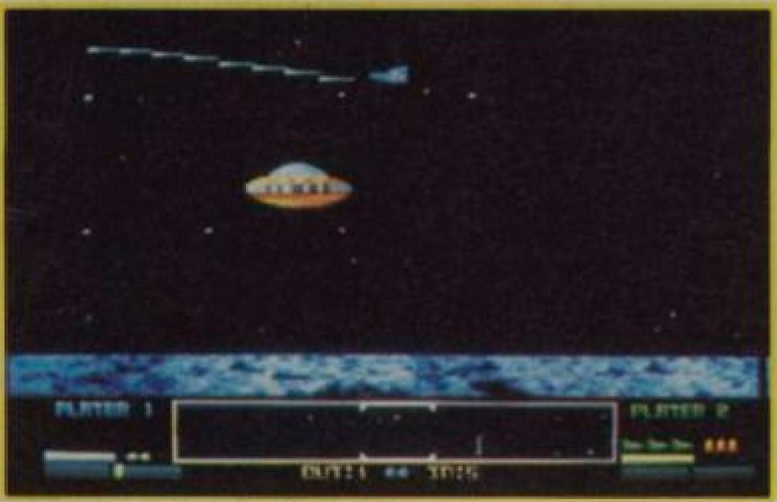
# DATASTORM

BY VDT

Datastorm is basically a 16 bit version of Dropzone, US Gold's classic Defender/Stargate variant, with some brilliant enhancements (incidentally, Dropzone is my all-time favourite blaster). So although VDT score zero points for originality, what they have produced, in my opinion, is the best shoot 'em up yet seen out of a coin-op cabinet.

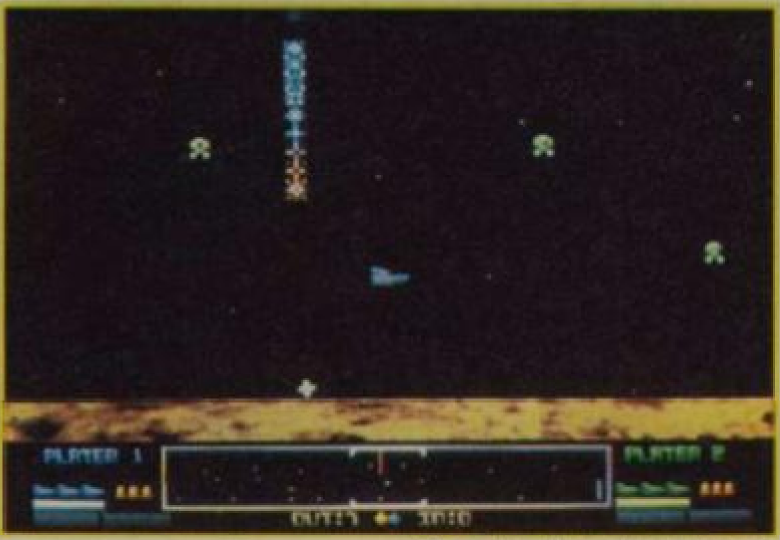


▲ *The best blast ever?*

Either one or two players (there are options to let two players partake simultaneously, or alternately) patrol a two-way horizontally scrolling wrap-around planet and protect eight pods from a wide variety of weird and very violent aliens.

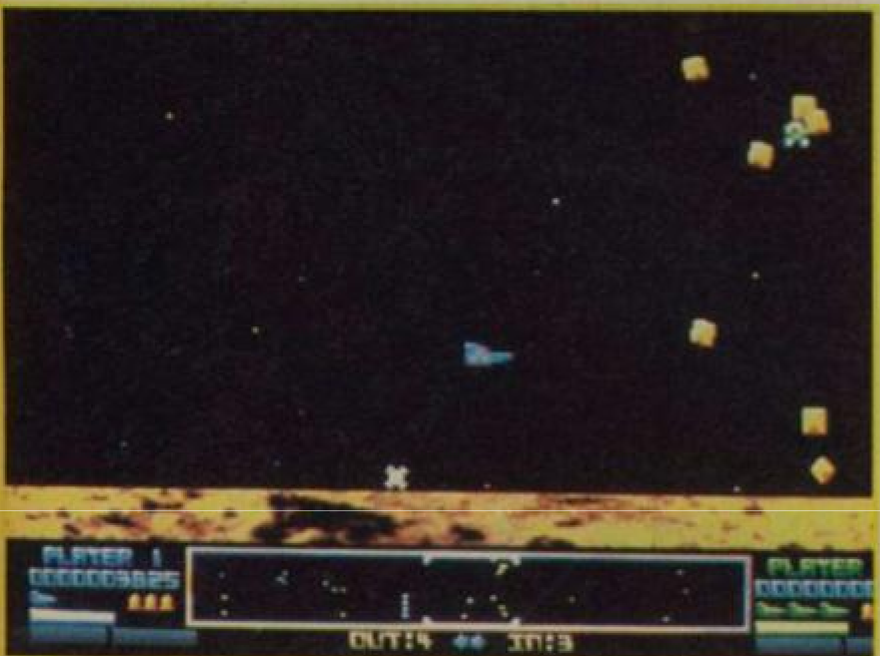
One particular breed of alien, the landers, attempt to pick up the pods and whisk them away to the top of the screen, whereupon they go berserk and home in on your craft at very high speed, firing very accurate laser bolts as they go.

To help you keep a track on things, there's a radar scanner at the bottom of the screen.



▲ *Fast, slick and playable.*

▼ *Just kill everything!*



The player's ship is armed with lasers, five smart bombs and a limited cloaking device which makes it invincible (a bar at the bottom of the screen shows how much shield is left). Extra shields are awarded after each level, and an extra life and smart bomb are given for every 10,000 points scored.

Extra weapons are available by picking up orbs which occasionally appear. These are: autofire, wide lasers, missiles (home in on pod-carrying landers) and shields.

Giant motherships also appear on preset levels. There are three types — a big red saucer, a huge space squid and a massive skull — and all are able to absorb a large number of shots before they explode.

As you progress through the levels, larger numbers of aliens appear, and they get increasingly vicious and fire more accurate bullets — your reflexes are tested to their absolute limits.

The graphics are very fast and smooth, with small and detailed alien sprites and loads of stuff going on.

The whole game is beautifully presented, with autosave highscore table, brilliant on-screen instructions, level/speed select and four different player options.

Datastorm's lasting appeal is immense — it's the sort of game that never ages, and will get loaded up years from now for a good old nostalgic blast. The levels are never the same, and you're not constrained by having to follow patterns like you do in most other horizontally scrolling blasters — it's just you in the thick of it. You might know how to deal with the aliens, but you don't know just where they're going to pop up next.

There may be shoot 'em ups that look and sound more impressive, but when it comes to sheer adrenalin-pumping super-fast action gameplay, Datastorm blows everything out of the water.

**JULIAN RIGNALL**

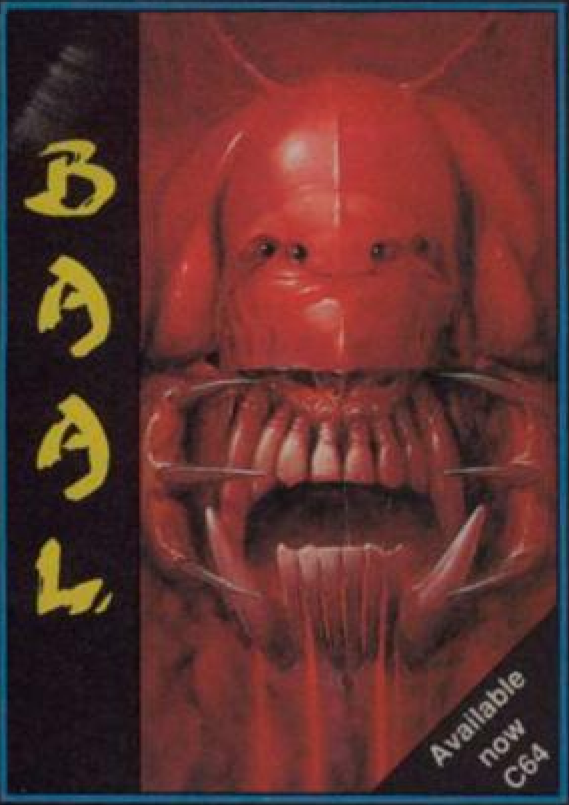
C+VG HIT!

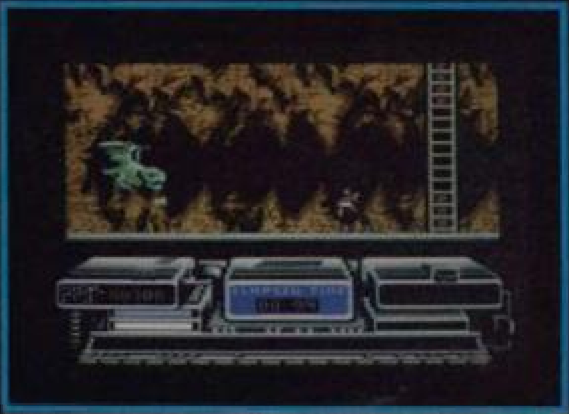
**UPDATE**
*Sadly, no other versions are planned.*

| AMIGA | £24.99 |
|---|---|
| GRAPHICS | 83% |
| SOUND | 87% |
| VALUE | 81% |
| PLAYABILITY | 96% |

*A superlative shoot 'em up which knocks Forgotten Worlds off the top slot as the best Amiga blaster. Unmissable.*

| OVERALL | 95% |
|---|---|





## BAAL

- An addictive mixture of strategy and arcade action featuring:
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His army of undead have stolen an awesome weapon of destruction, a War Machine.

As leader of the ultimate battle fighters, your quest is to invade BAAL's domain, fighting off his monstrous demonic beasts to retrieve the War Machine . . . but . . . you must kill BAAL in the process.

Can you succeed? There is no option . . . the alternative is literally 'Hell on Earth'.

*Screen Shots from the C64 Format*

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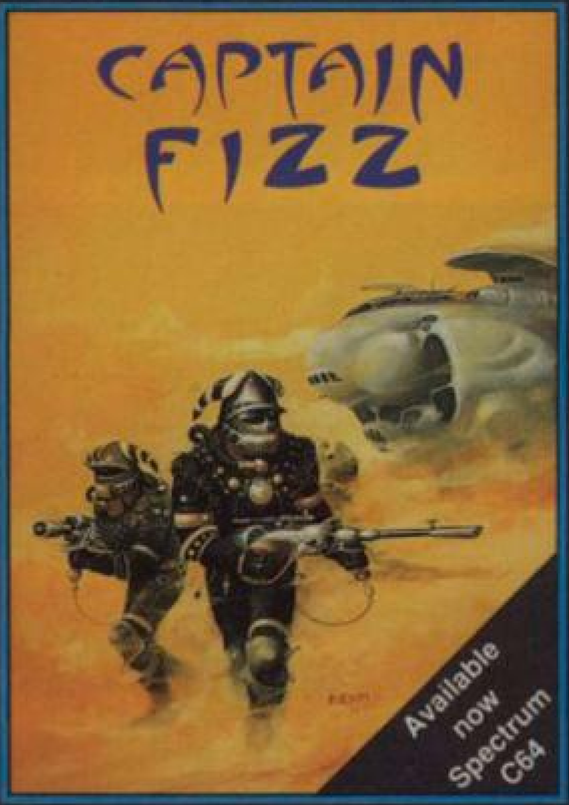
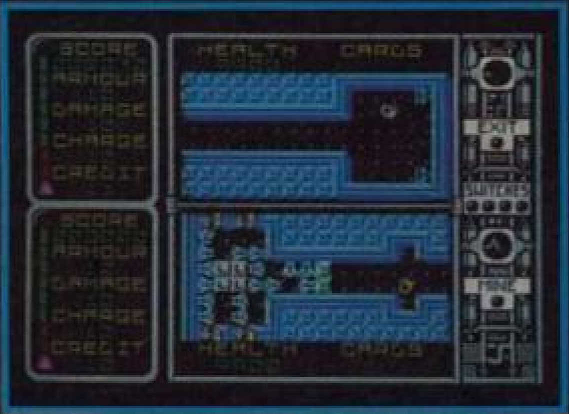




## CAPTAIN FIZZ
### Meets The Blaster-Trons

**The message is simple: co-operate or die!**
It's double fun and double trouble all the way in Captain Fizz, the most exciting simultaneous two-player game you and a friend are ever likely to play. It's a whole new world of split-screen, high-speed action, as both of you take on the nasty Blaster-Trons infesting the planet Icarus.

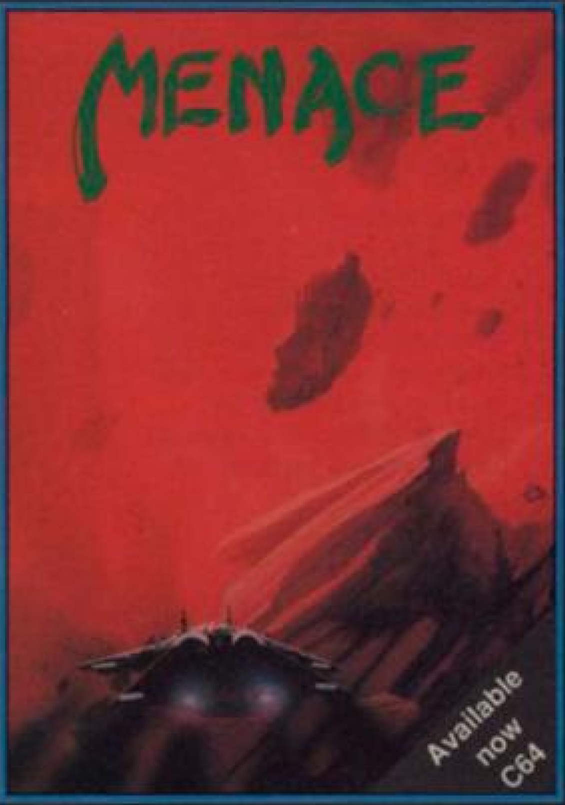
Yup, it's a tough mission alright, but you might just win out with the right blend of co-operation, courage, laser-hot reflexes, tactical sense . . . and brains. The action is fast and furious in Captain Fizz, but if you can't work out the right tactics you'll both be dead meat.

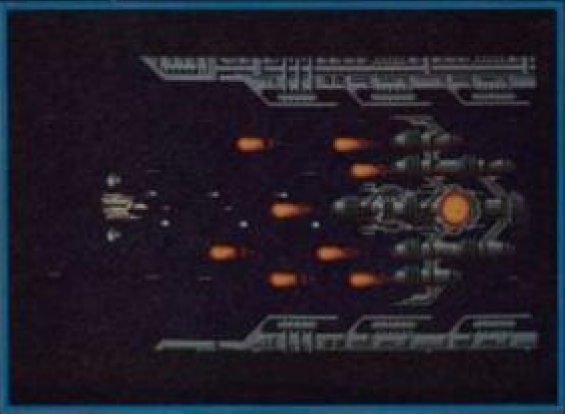
There are 20 levels of savage and relentless action to battle through before you reach your objective, the central computer that's causing the evil infestation. You'll never get there, though, unless you put your heads together and co-operate; your buddy can't do it on his own, and neither can you. This is one program where even the easy games are hard. So remember — united you stand, but divided you fall . . .

Two joysticks required for two-player game

*Screen Shots taken from the Spectrum Format*

*AVAILABLE NOW ON THE PSYCLAPSE LABEL*





## MENACE

This is a pure arcade game – a fast action packed journey through six very different worlds where lightning fast reflexes and furious fire button action are your only hope of survival.

Your mission orders are simple, you must destroy the planet Draconia. In theory possible, in practice . . .

The planet Draconia, an unnatural planet, has been formed over many centuries by six of the most feared rulers that have ever existed. These rulers, exiled from their home galaxy, have ravaged and plundered space, using the worlds they have destroyed and the life forms they have created to build this planet of fear and death.

Now an end must be put to their reign of terror. A large scale attack will prove too costly to our space fleets, Draconia has many orbiting defence systems, the sacrifice may be in thousands of lives. A single fighter craft, approaching undetected, may have a chance to avenge those who have perished, by destroying Draconia. You have that chance . . .

*Screen Shots are from the Amiga Format*

*AVAILABLE NOW ON THE PSYCLAPSE LABEL*

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|---|---|
| **BAAL** | |
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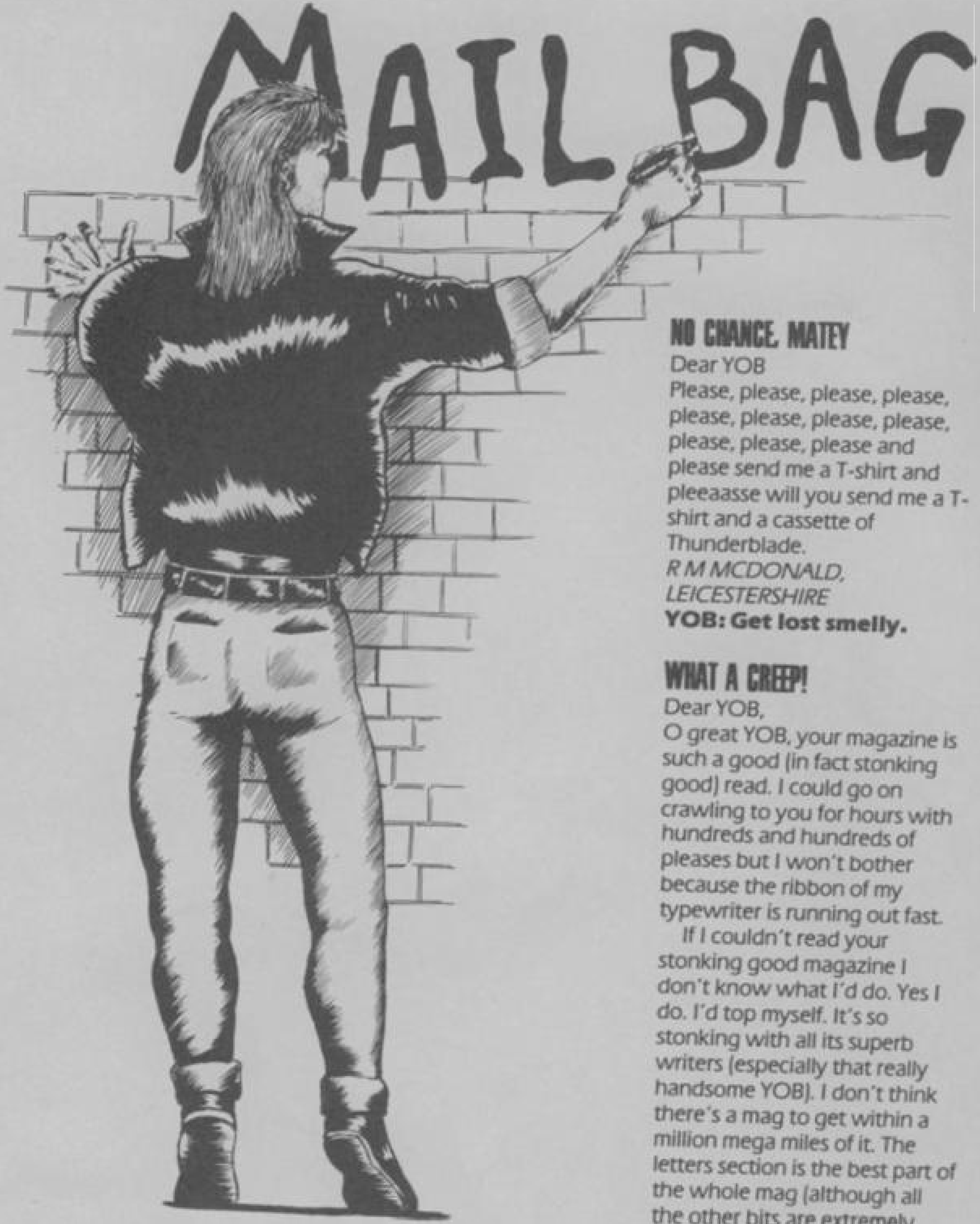


**Got those summertime blues? Well, why not write to the YOB and cheer yourself up. No letter too big. No subject too controversial. No questions too difficult. No begging letters for God's sake. YOB's here to answer all your scribings. And if he thinks your particular prose is good enough, he'll send you a highly stonkworthy C+VG T-shirt, and even some software. So get off your fat, lazy behinds and get scribbling to:**

**YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

### NO CHANCE, MATEY

Dear YOB

Please, please, please, please, please, please, please, please, please, please, please and please send me a T-shirt and pleeaasse will you send me a T-shirt and a cassette of Thunderblade.

*R M MCDONALD, LEICESTERSHIRE*

**YOB: Get lost smelly.**

### WHAT A CREEP!

Dear YOB,

O great YOB, your magazine is such a good (in fact stonking good) read. I could go on crawling to you for hours with hundreds and hundreds of pleases but I won't bother because the ribbon of my typewriter is running out fast.

If I couldn't read your stonking good magazine I don't know what I'd do. Yes I do. I'd top myself. It's so stonking with all its superb writers (especially that really handsome YOB). I don't think there's a mag to get within a million mega miles of it. The letters section is the best part of the whole mag (although all the other bits are extremely stonking too) with all it's witty replies etc.

I expect you've guessed by now that I'm only after one thing, no not that, one of your stonking good T-shirts. So if you don't send me one of yours. . . I'd better not threaten you.

*PAUL WILLIAMS, GWENT.*

**YOB: O creeping Paul.Is there nothing you won't stoop to to get a T-shirt? Well, crawl until you wear out your rib cage, sonny Jim, you won't get anything out of me apart from a large-sized Doc Marten in the mush. By the way, you're not releated to fatty Williams are you? If you are, I won't bother kicking a cripple while he's down.**

### HONOURARY TWERP OF THE MONTH

Dear YOB,

What the f**k is wrong with you guys? I'm asking you why the hell you guys are printing stuff like Big Screen? It's got nothing to do with videogames, has it? No! So in future I don't wanna see it any more otherwise I will visit you guys and break everybody's legs

And now my complaints about AGM.

What the hell is wrong with those English? Are they stupid? You bet! Get rid of AGM! I'm also sick of play by mail! It is for pansies! GET RID OF PBM AND AGM!!!

I don't wanna see PBM and AGM any more, otherwise you guys may expect a visitor from Pais Bas! Concerning copying software, in Holland we are market leaders! We will (you can be sure of that) put Dutch piracy software on the English market very, very soon!

Concerning our friend Patrick Coolwijk, you owe him an apology!

We are looking forward to your reply!!!

*MARCO VAN BASTEN, DPSF, NETHERLANDS*

**YOB: We've got rid of AGM and Big Screen. What a shame we can't get rid of pathetic little pirates like you. Why don't you put your feeble little brain into doing something constructive, rather than just ripping off programmers? As for Mr Coolwijk, he's almost a big a twerp as you. Do us all a favour and pop your clogs.**

### A SURPRISE ANSWER

Dear YOB,

After hours of frustrating studying I have finally come to the conclusion that your review of the 16 bit Sega was unclear! You mentioned the release of a CD-ROM and I am not sure wether this is for the 16 or 8 bit Sega. Please tell me as I am losing sleep over the matter!

Another thing that I am losing sleep about is this supposed surprise that you keep promising us in the Mean Machine section? I am a PROUD owner of a Sega and I feel at the moment you are not doing us justice, even though you're the best mag for us console owners.

*STABRY PICKER*

**YOB: The CD-ROM is for the 16 bit Sega, so now you can sleep easy. The surprise we've got planned won't be a surprise if I tell you. So it'll have to remain a surprise, so we can surprise you with the surprise. It's a pretty ruddy mega surprise too, so prepare to be very surprised.**

## MINIMALIST LETTER OF THE MONTH

Dear YOB,

Could you please cut down the Mail Bag pages a little, they are totally boring and none of my friends that buy your magazine read it.

*ARRON DICKENS, MIDDLESEX*

**YOB: With totally crap letters like yours, I feel inclined to do so.**

## GOSH, A MISTAKE II

Dear YOB,

Aye, sir 'tis I again, supplier of complaints, questions and compliments. Well, to the point. The mag is great as usual and Fax 'formidable'. Just one question, in the May issue of C+VG, for the review of Run the GauntleT (note the capital T) you had printed Run the Gauntlet without the letter t. Was this because there was no room or because you wanted to see if we'd notice or just to see if we even read the titles?

A curious question here, (not for the unweary). Does Tony Dillon exist? We never see any photos of him, all we do is read his (awful) reviews. Is he a figment of the Eds imagination or a Garry Williams fantasy? Answers please or else!!!

*BEN, WICKLOW, IRELAND*

**YOB: Oh no! Not another tpying mistale? Well spotted. A nickel-plated no-prize with twiddly bits is currently not winging its way to you. Tony Dillon doesn't exist — he's just a figment of his own imagination. The sheer thought of a Garry Williams fantasy is enough to give me the sceaming ab-dabs. . .**

## COULD THIS BE LOVE?

Dear YOB,

What the hell's going on? Are girls afraid of writing you or aren't there any female readers?! I even checked some old C+VG's and there weren't any letters from girls either! I bet you won't print this one too. Imagine, a letter from a Dutch girl in a computer magazine, that would be dreadful, wouldn't it? By the way, if you don't look the way your 'name' sounds, would you be so kind to print a picture of yourself in C+VG (so I can cut it out, hang it above my bed and admire it, and who knows. I might even fall in love with you that's if you're not as fat as Garry) I'm not going to write that your mag is fab (although it is) because everyone does.

*MARIE LOUISE SCHOLTEN, HOLLAND*

**YOB: To be honest, I don't get many girls writing in. I don't know why. If you're a female reader, put down your knitting or crotcheting and write and tell me what your views are on the computer industry, or forever remain silent. No pictures, by the way, I'll only get hordes of screaming girlies wanting to touch my bottom.**

## PRAISE INDEED

Dear YOB,

Before you ask, no I am not writing to plead for a free C+VG T-shirt, a copy of the latest blockbusting ST games, begging for cheats and pokes, scrounging for a new Super Mario Brothers badge, the one that was given away with issues way back in May 1988 and which I have lost only recently, and neither am I demanding that you send me a pair of Gary Williams socks, the ones that he allegedly wore to the 1973 FA cup final, and then wore for the week after as well. The reason that I am writing to you for is to congratulate the entire team at C+VG for churning out such a stonking good mag every month (stonking apparently being the 'in' word to use when writing to C+VG).

*ALASTAIR HOMAN, WESTCLIFF-ON-SEA*

**YOB: If you'd asked you wouldn't have got. And since you're not asking, you won't get.**

## LETTER OF THE MONTH

Dear Yob,

I've been doing a bit of philosophy about the nature of game programmers, and the art of making games. I came up with this exceptional conclusion, developers take note!

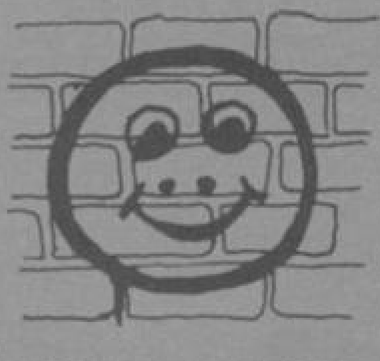
**AMERICAN:** These *ever-barfing, always 'the best', never-willing-to-give-up creeps* lack the valuable imagination, and comes up with down-to-earth thingies like simulations, sports games and interactive computer movies. As always, only the best is good enough — so games boast extremely good REAL life graphics, but sadly their lack of imagination gives us Bruce Springsteen quality sound (simple, dull and utterly boring). All this makes up the usual American game, with superb graphics, lousy sound and nearly no games at all because all the graphics and out-of-this-world intro took up all the development time and memory space.

**ENGLISH:** They've got SOME kind of imagination, but sadly the cold and boring nature of these insects misleads it into complete moron games, with plenty of half finished ideas, nice graphics, and OK sound. Too bad about lots of short cuts in the usually bad programming (just look at all those Amiga games with scrolling so jerky that it makes you puke), which leave most of the games even more dead and uninteresting, just a tiny bit above most American junk stuff.

**JAPANESE:** These hardworking men have talent, guts, plenty of imagination and that little extra energy to make extremely good, cute, strange, never before seen and cartoon like graphics, superb jingles and atmospheric soundtracks. Sound FX are the nicest you could ever possibly want, and the games are extremely polished and playable. Nothing here to let the players down. Just check out a local arcade game or a games console.

**EUROPEAN:** Luckily we now have the Europeans as well (Germany and France to name a few), which has understood the essence in what I'm telling you now. This fact, combined with their talents giving a cross between Japanese and English games, which in turn leads to quite acceptable programmers.

*THE MR JOHNSEN, NORWAY*



**YOB: You've rasied some very interesting points. I think you're being unduly harsh on English programmers — I think that the best original British software ranks as some of the finest in the world. Just look at Virus, Elite, Stargilder II and Mercenary for example. I'd say that in all countries you get shoddy programming and short cuts. And some of the stuff coming out of Europe, to be frank, is complete and utter rubbish — great graphics and sound and very little in the way of decent gameplay. It's true that Japanese software undergoes far more rigorous playtesting than European and British software, and it shows. I think it's very important that a game is thoroughly tested before it's released, and gameplay tweaks made. It's very common to have a game sent into the magazine and one of the reviewers say 'this would be brilliant if only such-and-such was changed'. I'm sure all of you have bought software and thought the same. Perhaps some of you readers might have further ideas on these lines — a T-shirt is on offer for the best letter on this subject. As for your letter, have a stonkingly fabulous C+VG for your pains.**

What with Accolade's Test Drive II being such a brilliant racing game, and what with Accolade being so chuffed by its great review an' all, we thought we'd give you the chance to taste the real thing . . . well a version of it anyway.

Super Kart Racing is not like the piddly little go-karts you get on Southend Sea Front. Oh No. Super Kart racing is for macho men and is considered by some as the perfect training ground for real racing driving! We're talking serious miles per hour here!

Now a lesser magazine would have come up with some compo where one person gets to test out the racing karts. We don't like to do things by halves though. Thanks to Accolade we've got 20 places to give away! Yep this is the first competition with 20 first prizes! The winners will spend a day in Country Durham, will be fully trained on the karts and then. . .well brmmm brmmm is the only thing that springs to mind.

# GO KARTING

## LUMMY THAT'S SOUNDS WELL NIFTY WHAT MUST I DO?

Well we've got a nice easy competition for you based around the program Test Drive II. All you've got to do is answer the following questions:

## THE QUESTIONS

1. The full name for Test Drive II is Test Drive II — The Duel. Who directed a film called the Duel?
2. What are the two car options available on the game? (Yes we know there are add-on car discs but ignore those OK?)
3. Name a film in which Steve McQueen played a racing car driver.

## YOUR ANSWERS

Fill in the coupon below and get your answers to us by August 1st. The first 20 correct ones pulled at random out of the large grey sack that all our mail comes in will get the day out. N.B. Traveling to the Go Kart centre is not included in the prize.

**NAME** ..............................................................

**ADDRESS** ..............................................................

..............................................................

**ANSWERS**

1 ..............................................................

2 ..............................................................

3 ..............................................................

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# THUNDERBIRDS

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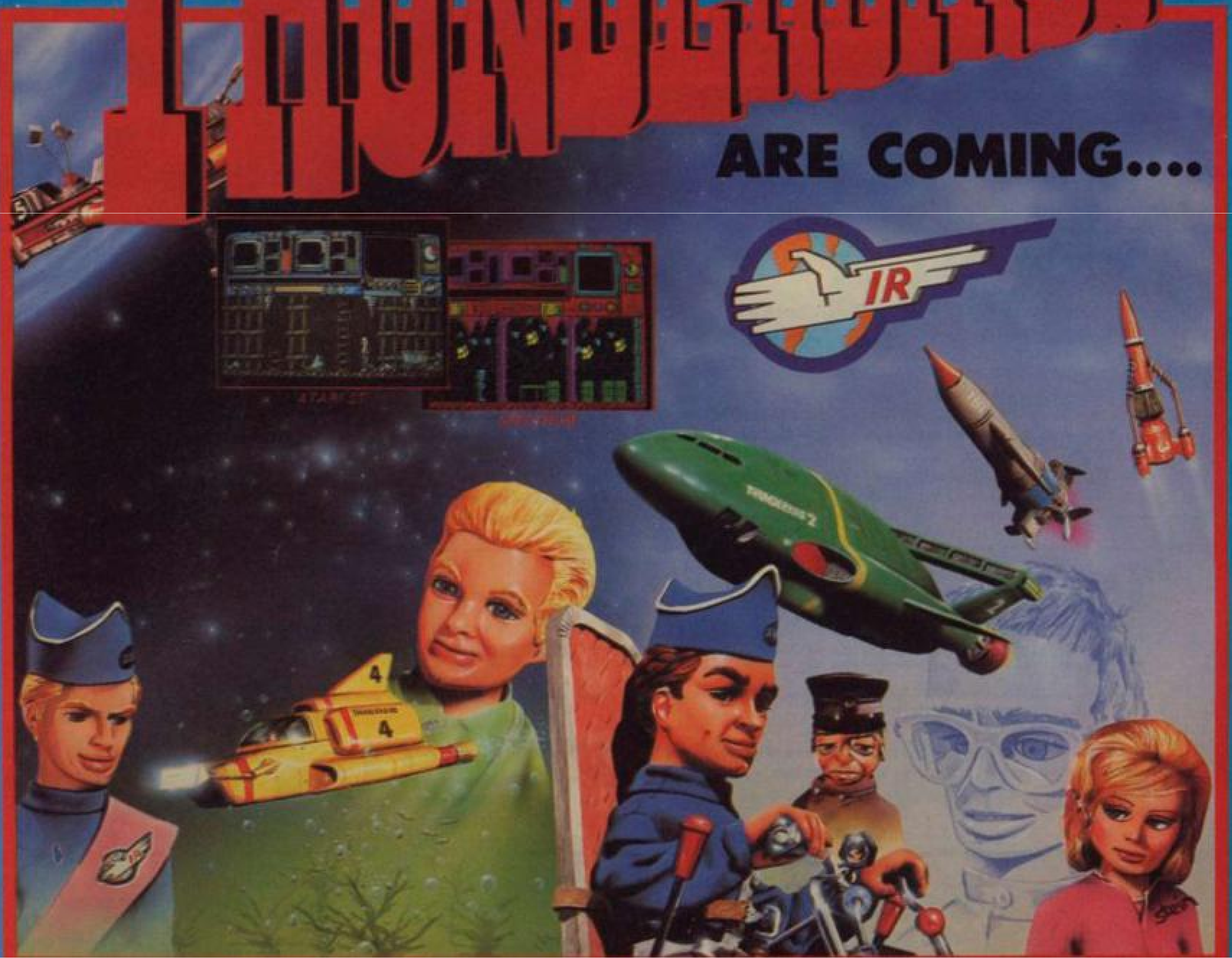

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# ▶ 16 BIT MEGA DISCOUNTS FROM VIRGIN/MAS

More Dosh off 16 Bit software! Thanks to the sheer wonderfulness of Virgin/ Mastertronic C+VG can offer you 16 BIT SOFTWARE DISCOUNTS — THE RETURN.

Once again we're talking SERIOUS MONEY off TOTALLY WICKED pieces of software (instead of the £0.57p off horrible old nonsense from the bottom of the warehouse that other mags call discounts.) Like this time we've got £7.00 off the mighty Xenon (possibly the best shoot-em-up ever seen ever anywhere) another £7.00 off the amazingly successful Double Dragon and (gasp!) a whopping great £10 off the cult conversion Sorcery Plus.

# 16 BIT SM

## XENON

The Bit-Maps majestic megablast! Check out the graphics! Take on the horrible face at the end of the level! Change from groundy thing to airy thing. Get incredibly frustrated and yet want to play more . . . more . . . more. Save serious dosh!

**ORDER FORM**

**Please send me Xenon on the ST — here take £12.99☐(tick box)**

**Please send me Xenon on the Amiga — here take £12.99☐(tick box)**

**Name:** ..................................................................................

**Address:** ..................................................................................

..................................................................................

**SAVE £7**

## ROADWARS

A totally original arcade design — in fact it started as a coin-op. It's a roadway in space. It's assault by war balls. It's energy fields. It's fast. It's fiendish. It'll take your arcade skills to the limit and beyond. It's also ridiculously cheap! We're talking a whole tenner off!

**ORDER FORM**

**Please send me Roadwars for my ST — a snip at £9.99.☐(tick box)**

**Please send me Roadwars for my Amiga — a snip at £9.99☐(tick box)**

**Name:** ..................................................................................

**Address:** ..................................................................................

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**SAVE £10**

## SORCERY PLUS

A fantastic mixture of arcade zapping, a little strategy and lots of magic and sorcery. This is the souped up Ferrari version of a game that became a legend in its own lifetime. Or in Gary Williams' lunchtime come to that.

**ORDER FORM**

**Please send me Sorcery Plus on the ST — here's £9.95☐(tick box)**

**Please send me Sorcery Plus on the Amiga — here's £9.95☐(tick box)**

**Name:** ..................................................................................

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# IT'S ANOTHER C

ASTERTRONIC

# T PRICES ASHED!

## EVEN A WOMBAT COULD DO IT!

Just cut out the coupon for the software you require and send it with a cheque made payable to Virgin/Mastertronic for the discounted amount. Then they'll send it to you. Then the postman will bring it. Then you'll open the jiffy bag and get out the disk and then . . . (*Excuse me I think this has gone a bit mad somewhere* GT.)

## WHERE TO SEND YOUR CHEQUES

Send your money and coupon to:
**Virgin Mastertronic. 2-4 Vernon Yard.**
**119 Portobello Road. London W11 2DX.**

## DOUBLE DRAGON

Yee Ha! Chop socky! This classic adaptation of the arcade game managed to beat off even the likes of Operation Wolf and Afterburner at Xmas. Yet we can give you a discount! Aren't we brill? Now all you poor people can't beat the brains out of helpless arrangements of pixels.

**ORDER FORM**

**Although I have never though of myself as a violent person I'd really like to beat up my enemies in a martial arts game. I promise that this will not affect my fundamental perceptions of reality and I know this would not be a good idea in real life. So here is my absolutely tiny sum of cash.**

**Gimmie the game buster I've got an ST and £12.99☐(tick box)**
**Gimmie the game buster I've got an Amiga and £12.99☐(tick box)**
**Name:**..........................................................................
**Address:**......................................................................
..................................................................................

**SAVE £7**

## SCRABBLE DELUXE

Want to do battle with a computer with a better vocabulary than yourself? Scrabble — the ultimate test of word power is awesomely powerful when run on your 16 Bit machine. Just watch it hit those triple word scores with obscure words like zimberjing and beat the pants off you. Just watch us beat the pants off the price. Just chop off that already reasonable £19.95 by £6.00 to a tiny £13.95!

**ORDER FORM**

**I want to purchase that vivacious yet tendentious and onomatopoeic little game titled Scrabble for my ST. Here's my wad of notes that makes up the readies for £13.95☐(tick box)**

**Yeah I agree with the man above however although I enclose my cash of £13.95 — I've got an Amiga.☐(tick box)**
**Name:**..........................................................................
**Address:**......................................................................
..................................................................................

**SAVE £6**

# C&VG SUPASAVER

# PLAYMASTERS

Playmasters just get bigger, better and more colourful. Don't take my word for it — look at the mega Hard Drivin' guide for starters. Study it carefully, and next time you go into an arcade, you'll be able to drive like a pro and take the mick out of everyone else for spinning off the track every five seconds. There's a Shinobi map, loads of tips and a b-i-g list of POKEs. Cor lumme! This month's winners of mega-sized parcels of hot new software are Mark Essen of Huddersfield and Raymond Oyediran of London who sent all the Amstrad tips listed below. If you've got some tips, POKEs, maps or whatever, send 'em in to me at: **PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.** You never know, next month could see a sledgehammer-wielding postman trying to bang a massive bag of software through your letterbox!

## C64

The following list of reset POKEs were supplied by Mark Essen of Huddersfield and Peter De Bie of Holland. To use them, just load the game, reset the computer, type in each POKE, followed by a return after every one, type in the SYS number and press return again to restart the game with your selected changes. Couldn't be easier eh?

**OPERATION WOLF:** POKE 33351,165 (infinite energy), SYS 16963 to restart.

**MAD MIX:** POKE 3462,173 (infinite boredom), SYS 2809 to start the boredom.

**R-TYPE:** POKE 12957,173 (infinite lives), POKE 12703,36 (no sprite detection), SYS 2066 to restart.

**TIGER ROAD:** POKE 5749,165 (infinite Ninjas), SYS 14848 to restart the chopsocky.

**DRAGON NINJA:** POKE 43123,0 (to become totally hard), SYS 2016 to kick ass.

**BOMBJACK:** POKE 5112,0 (invincible Jack), SYS 3101 to restart.

**BOMBJACK II:** POKE 7053,200 (loadsaJacks), SYS 3303 to restart.

**COMMANDO:** POKE 14631,0 (for an army), POKE 16423,96 (for a funny fast game), SYS 2128 to get blasting.

**FLYING SHARK:** POKE 7929,173 (infinite planes), SYS 2061 to take to the skies.

## SPECTRUM

Grab your Multiface and get your choppers around these POKEs, matey. Just whop your Multiface into the Spectrum, load the game, press the red button when it has loaded, type in the POKE and restart. Easy as pie. Cheers to Darren Taylor of Hull and Peter Treston, Killiney, Ireland for sending 'em in.

**PSSST:** POKE 24985,0 (infinite lives)
**COOKIE:** POKE 28697,0 (infinite cooks)
**TRANZ-AM:** POKE 25445,0 (infinite cars)
**ATIC ATAC:** POKE 36519,0 (infinite knights)
**LUNAR JETMAN:** POKE 36965,0 (unlimited Jetmen)
**RASTAN:** POKE 48909,250 (250 Rastans)
**FLYING SHARK:** POKE 54462,201 (a squadron of planes)
**ARKANOID:** POKE 33702,0 (infinite bats)
**SLAP FIGHT:** POKE 40614,127 (infinite slaps)
**BUBBLE BOBBLE:** POKE 43871,52 (tons of Bubs and Bobs)
**LEGEND OF KAGE:** POKE 30609,250 (250 Kages)
**RENEGADE:** POKE 41048,195 (unlimited heroes)

## AMSTRAD

### RENEGADE

At the start of a game, press W, A, D, S, SPACE, and O, . and ENTER on the keypad for some*hing incredibly spiffy.

### SUPER STUNTMAN

Fancy an unlimited supply of everything? Well, just type LIVEWIRE into the highscore table and exactly that will happen.

### STUNTBIKE SIMULATOR

Press all the keys on the keypad without pressing the quit key, and as if by magic, you whizz forward onto the next fun-packed and extremely exciting level of jollyness.

### CYBERNOID II

This is a bit of an oldie tip, but there might be a couple of Amsters out there who might have missed it. Redefine the keys as O, R, G, Y and you'll get infinite lives. You'll have to redefine the keys before playing (unless you're an Octopus), or wibble a joystick into the machine, or you won't be able to play properly.

## ST

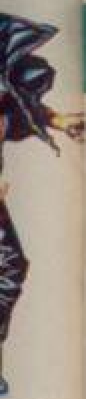
### RETURN OF THE JEDI

Leigh Harman of Seaford, East Sussex has discovered that if you type DARTH VADER into the highscore table, you can use F2 to skip levels. I've also discovered that if you type CRAPOLA into the highscore table, absolutely nothing happens. Amazing, eh?

## AMIGA

### COSMIC PIRATE

Here's a useful tip for advanced Cosmic Pirate players who don't want to lose their cash and stuff after spending eons building it up. During a mission, keep your eye on the damage meter, and just as you're going to blow up, whip the disk out of the drive or switch off the machine and reload the game — you'll be able to tackle the mission again. Thanks to Daniel Sprangeus of Holland for sending in that tip. I dunno whether it works on the ST — you could always try it I suppose.



# HIGH SCORES

**Okay, all you highscoring joystick demons, here's your chance to make a bid for fame and glory and get your name up in lights on the Official UK Video Games Highscore Table. If you think you're a champion on computer or console games, send in your scores on the back of a postcard or sealed down envelope to: THE PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your scores are record breakers, they'll be included in the list — don't forget to state which machine your score was achieved on.**

## SEGA

ALEX KIDD (LOST STARS)
97,700 Jon Evans, Walsall.
BANK PANIC
802,850 Sherif Salama, Egypt.
BLACK BELT
624,100 Chris Rooney, London.
BOMBER RAID
799,100 Julian Rignall, C+VG.
DOUBLE DRAGON
431,990 Martyn Owen, Oadby, Leics.
FANTASY ZONE
11,497,090 Neil Angus.
FANTASY ZONE II
8,472,180 Jon Evans, Walsall.
KENSEIDEN
118,100 P Hudd, Stroud, Glos.
HANG-ON
3,182,060 Paul Cayser, Widnes.
MY HERO
11,773,030 Sean Hanna, Newry, Co Down.
OUT RUN
45,552,500 Ian Cockayne, Merseyside.
POWER STRIKE
4,361,080 Anthony Hoult, Walsall.
QUARTET
1,938,000 Martyn Owens, Oadby, Leics.
RAMBO III
56,850 Gavin Little, Edinburgh.
R-TYPE
1,081,700 Gavin Little, Edinburgh.
SHINOBI
803,180 Michael Pearson, Cleveland.
SPACE HARRIER
25,520,160 Mark Short, Co Durham.
THUNDERBLADE
2,588,000 Nicholas Joy, Market Harborough.
WONDERBOY (MONSTERLAND)
1,802,320 Darren Francis, London E6.
ZILLION II
191,000 Neil Smith, Preston.

## NINTENDO

CASTLEVANIA
999,999 Lee Watkins, Bristol.
KUNG-FU
326,320 Lee Watkins, Bristol.
GRADIUS
12,670,000 Julian Rignall, C+VG.
PRO-AM RACING
265,388 Mike Carless, Exeter, Devon.
SUPER MARIO BROS
9,999,999 David Hillhouse, Workington, Cumbs.
TOP GUN
151,000 Leigh Baigent, London.

## PC ENGINE

ALIEN CRUSH
79,080,400 Onn Lee, Nottingham.
CHAN AND CHAN
608,100 Julian Rignall, C+VG.
DRUNKEN MASTER
974,700 Jasper Roberts, West Croydon.
DRAGON SPIRIT
515,720 Dave Rose, Boreham Wood.
LEGENDARY AXE
321,676,260 Dave Rose, Boreham Wood.
R-TYPE
973,300 Onn Lee, Nottingham.
SON SON II
208,300 Dave Rose, Boreham Wood.
SPACE HARRIER
175,114,500 Dave Rose, Boreham Wood.
TWIN COBRA
832,800 Julian Rignall, Brighton.

## ST

ALIEN SYNDROME
718,800 Kevin Langton, Chesterfield.
BACKLASH
1,450,800 James Boyd, London.
BLASTEROIDS
1,220,800 Julian Rignall, C+VG.
BUBBLE BOBBLE
5,880,760 Julian Rignall, C+VG.
ELIMINATOR
642,564 Horness Spencer, Redditch, Worcs.
FLYING SHARK
3,072,600 Conrad Rodzaj, Bristol.
IK+
205,100 Niklas Aronsson, Sweden.
R-TYPE
523,220 Hornss Spencer, Redditch, Worcs.
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics.
SPACE HARRIER
3,397,460 Dan Martin, Walsall.
STARGLIDER II
248,984 Stephen Otley, Leeds.
STAR WARS
1,563,721 Kenneth Ritchie, Fife.
SUPER HANG-ON
30,142,856 Kenneth Ritchie, Fife.
VINDICATORS
476,100 Stephen Otley, Leeds.
VIRUS
642,000 Zico, Aberdeen.
XENON
1,512,860 Kevin Langton, Chesterfield.

## AMIGA

AFTERBURNER
9,443,890 Stuart Duncan, Workington.
DENARIS
53,900 Peter Evans, Horsham.
LED STORM
274,628 Mark Short, Cleethorpes.
OPERATION WOLF
344,800 John Boyle, Walsall.
PACMANIA
1,310,300 Debbie Harris, Basildon, Essex.
SPACE HARRIER
1,334,570 Mark Short, Cleethorpes.
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton.
SWORD OF SODAN
287,500 Carl Bates, Plymouth.

## C64

ARMALYTE
30,367,400 Danny Gleghorn, Worksop, Notts.
BUBBLE BOBBLE
3,540,330 Stig Sejersen, Herning, Denmark.
DALEY THOMPSON'S CHALLENGE
10,260 Tony Repo, Helsinki, Finland.
GREAT GIANNA SISTERS
80,989 Michael Gott, Stockport.
LAST NINJA II
340,130 Robert Eddings, Stevenage.
OPERATION WOLF
339,350 Jukka Piira, Helsinki, Finland.
PACMANIA
427,750 Stig Sejersen, Herning, Denmark.
R-TYPE
307,984 Danny Gleghorn, Worksop, Notts.
SALAMANDER
240,900 K Mackay, Marsa, Malta.

# HARD DRIVIN'

**Atari's new driving game is taking the arcades by storm — and it's easy to see why. Fabulous, fast, filled-3D graphics and ultra-realistic controls make for the most convincing and thrilling driving game yet seen in the arcades. Because of the highly authentic nature of the gameplay (we're talking counter-steering, optional four-gear manual gear shift with clutch and utterly realistic car handling amongst other things) many first-time players find the going very tough indeed. But never fear. Self-confessed Hard Drivin' expert Julian Rignall is here to give you a definitive guide to both the stunt and speed tracks.**

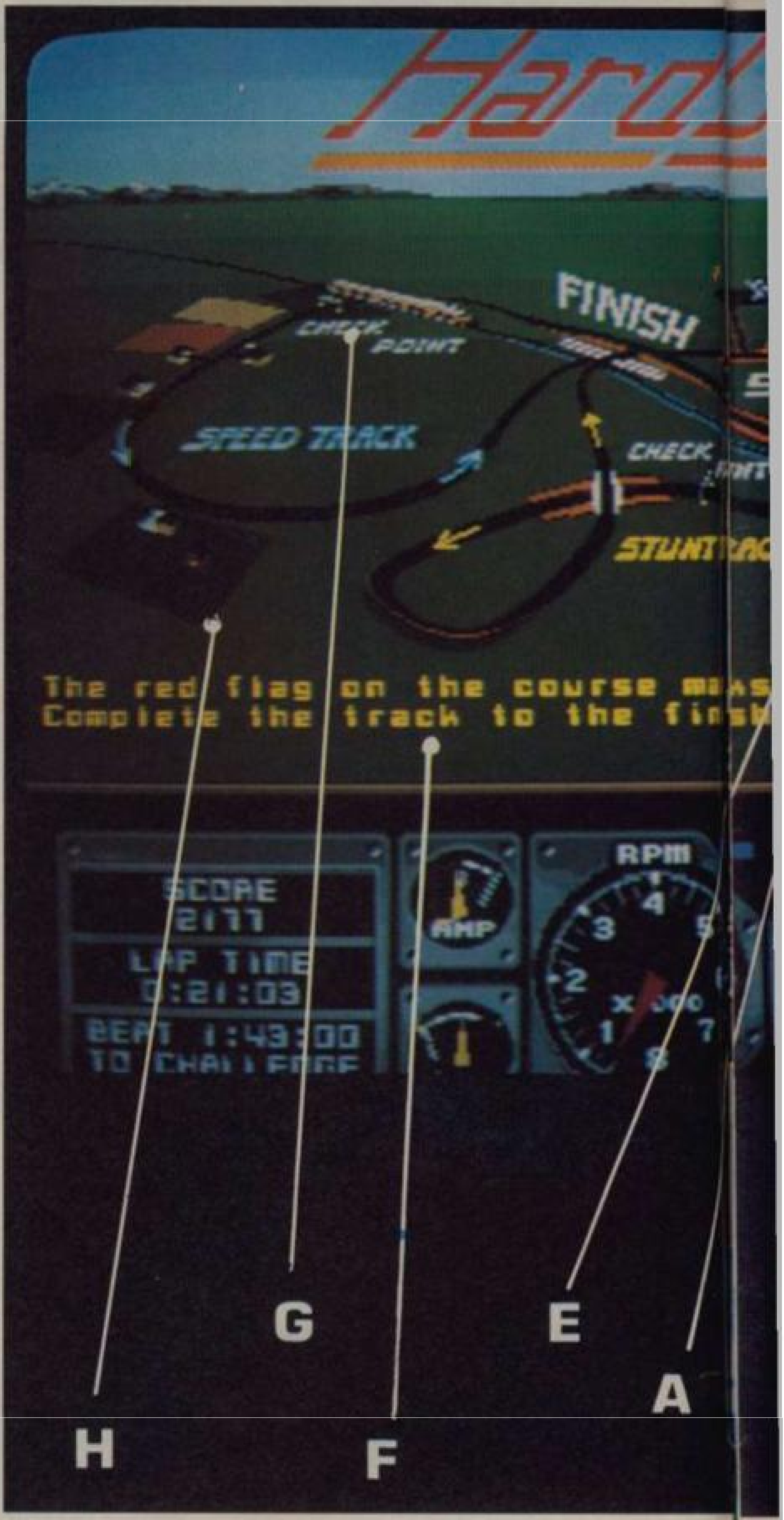
First of all, choose the auto option. The manual gear shift is very tricky to get used to and you should only attempt this when you have mastered the game with auto. And it's still very tough even then!

Right now you're ready to go. Make sure the steering wheel is central (otherwise you'll slew the car as soon as you start), put the gear shift into any position (other than reverse), turn the key and put your foot to the floor.

**Now, before we go into detail, make a mental note of the following:**

- Check which side of the road you start. Most Hard Drivin' machines are configured so that you drive on the left. However, if you start on the LEFT, it's an American machine and you drive on the right.
- Hard Drivin' has a realistic road environment, with traffic travelling in both directions on the highway — so make sure you look ahead before you pull out, and beware hidden dips and blind bends.
- If you want to be a good Hard Driver, you have to get used to using the whole road AND verges. Don't be afraid to drive off the track to avoid oncoming cars — just make sure you get back onto the road quickly before you lose speed.
- Mastering counter steering is absolutely essential. Never jerk the steering wheel around, you'll just lose control of the car. Gentle, fluid movements are required to steer the car. Whenever you feel the car skidding on a corner, gently countersteer in the opposite direction to regain control. Usually a little sawing at the wheel (careful left/right movements) is all that's needed to get the car back on course. Remember: take it easy, DON'T yank the wheel or you'll spin, and vital seconds will be lost as you get back on the road.

0:18
SCORE
1851
LAP TIME
1:14:28
BEAT 1:43:00
TO CHALLENGE
AMP
RPM
MPH
OIL
AUTO



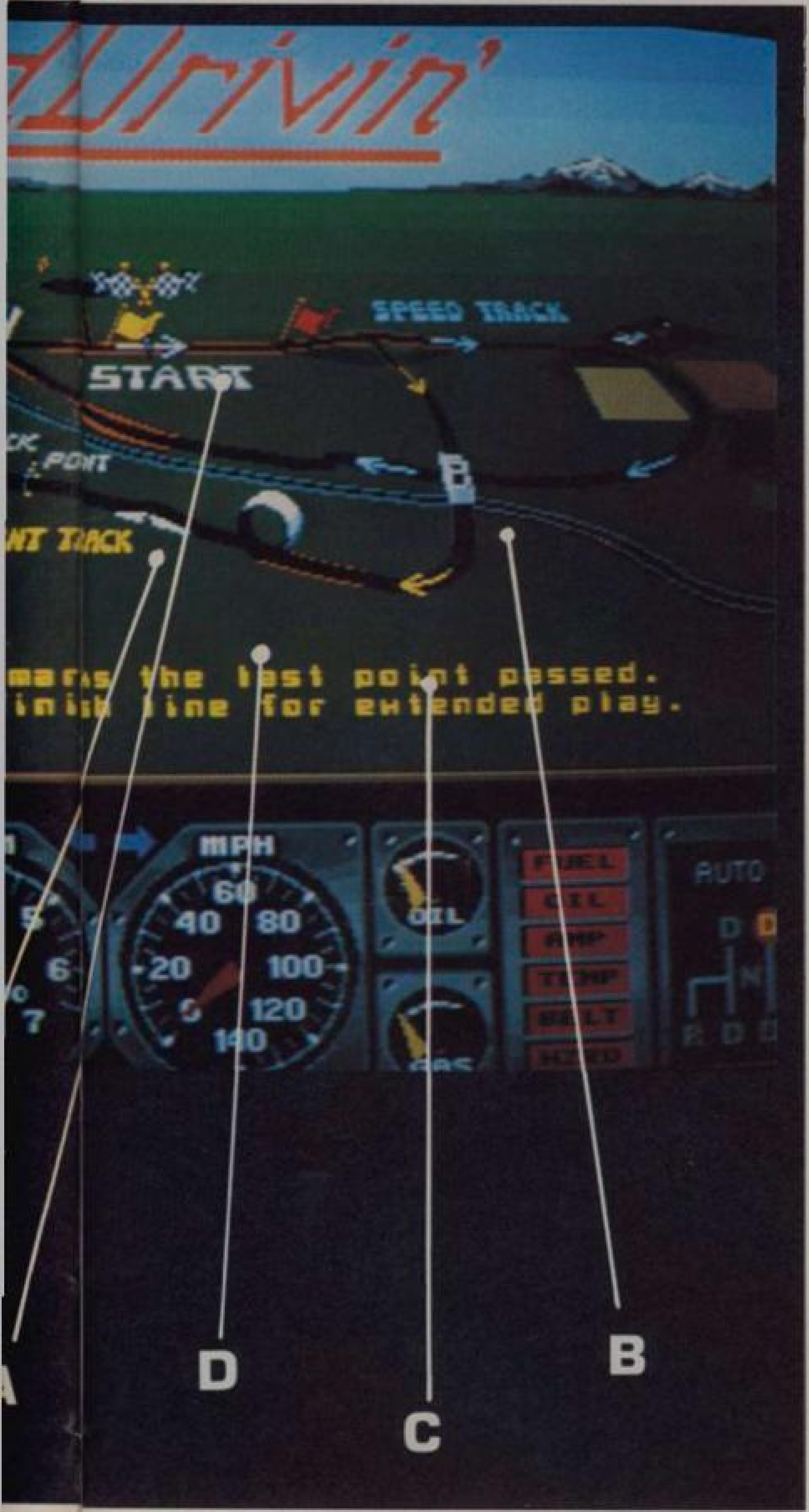
The red flag on the course ma
Complete the track to the fin

## STUNT TRACK

This is definitely the most enjoyable of the two tracks, with its brilliant bridge leap and loop-the-loop.

From start position **A,** put your foot to the floor and belt up the hill. About three quarters of the way up, brake down to about 60 and slide round the bend. As you come out of the bend, straighten and head down the hill towards the bridge. The car jumps over the brow of the hill, so don't accelerate or you'll nose-dive the car. As soon as the car is safely on terra firma, accelerate towards the bridge at top speed.

Stay on your side of the road, as a lorry always jumps the bridge



from the opposite direction as you approach **(B)**. Brake down to 65 just as you approach the jump to leap the bridge safely. Any faster and the car nose-dives.

You're now approaching the tightest corner on the track **(C)**, which should be taken at between 40 and 45. There's no oncoming traffic here, so use the width of the road to slide around the bend.

Now accelerate towards the loop **(D)**. A slow-moving car is blocking the way here — if you're doing well and can overtake it before you hit the loop, do so. If it looks like the car will beat you to the loop, stick behind it. There's always a lorry on the other side of the road, so keep your eye out for it.

Accelerate through the loop at top speed and head up the hill **(E)**, braking to 60 as you go over the top. Go through the checkpoint at top speed and burn towards the banked section of road **(F)**. A speed limit sign says 40, but only girlie nancies take the banked section at that snails pace. Accelerate to at least 120 through the bend — but make sure that the car is straight as you exit this section onto the flat track, or you'll spin.

From here on it's foot to the floor stuff — use the whole track, and watch out for oncoming traffic. If something is approaching and you're on the wrong side of the track, just move off the right hand side of the road and speed past it on the verge. If you're speeding on your side of the road and there's a slow car, just overtake it on the inside. With practice, you can do both these manoeuvres without slowing down.

Finally, slide and countersteer around the long bend, and you'll cross the finish line and get extra time.

If you get a fast enough lap time, when your time limit finally expires, the Phantom Photon challenges you to one lap of the stunt track. No other cars are present — all you have to do is make sure you don't crash, or spend more than ten consecutive seconds off the track. If you use the above tactics, you should be able to beat him — his weak spot is that he always goes off the track at the hairpin **(C)**, allowing you to overtake.

## SPEED TRACK

This is the track to practice on, and also it's great fun if you just want to burn up the highway. It's very straightforward stuff — just use the width of the road tactic as you would at the end of the stunt track.

There are only two things to watch out for: corner **G** and long bend **H**. **G** should be taken at around 55, and you should brake to 60 before **H** and accelerate gently through it to reach about 75-80 as you exit — then go hell for leather for the finish.

# AMSTRAD

## DRAGON NINJA

**Okay, all you Dragon Ninjaites. Read these tips from Tom Godfrey of Blackpool Lancs, and you'll be able to conquer the game. The baddies on levels one, two, four, five, seven and eight are easily defeated. When one approaches, simply hit him one, duck as he jumps over you, turn and hit him again, and keep repeating this procedure until he dies. Piece of cake. . .**

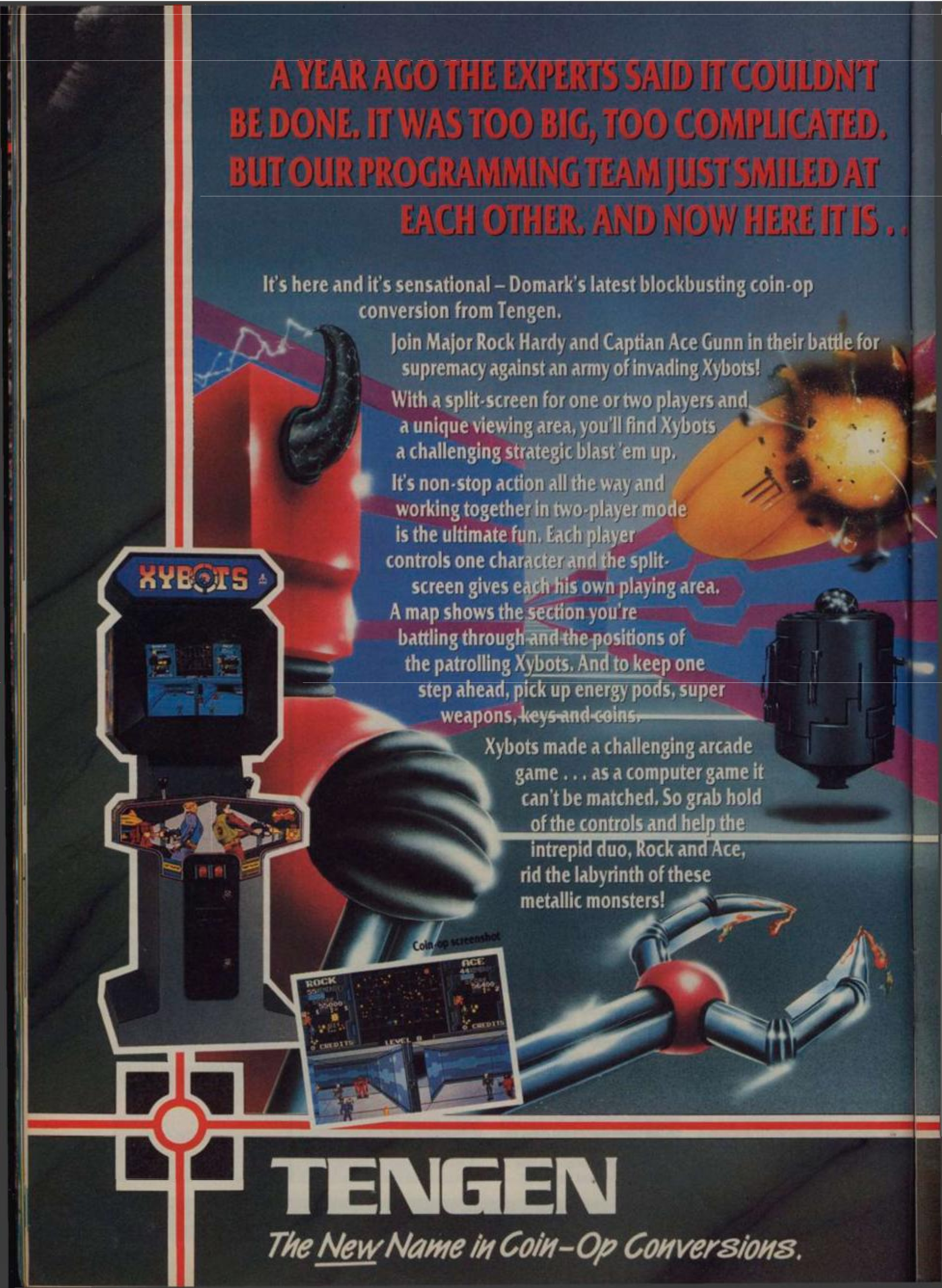
**Level three is a bit on the tricky side, but the best tactic is to keep fighting until you get to the first hole, jump into the sewer and wade your way along until the end of the level — the baddies won't be able to get you, but you'll be able to kill them.**

**At the end of the level, stay on sewer level and make mincemeat out of the multiplying Ninja — again, he won't be able to touch you.**

**On levels five and six, keep your head down and watch out for throwing stars, and only move when it's clear (that's a bit obvious innit?). Be careful not to fall off the train on level five, or your game is as good as over.**

**The baddie at the end of level six is well hard, and the only way you can safely dispose of him is to use very well-timed flying kicks.**

**A final note, always collect time capsules or you'll only have two minutes to complete level eight — and that's next to impossible.**



# A YEAR AGO THE EXPERTS SAID IT COULDN'T BE DONE. IT WAS TOO BIG, TOO COMPLICATED. BUT OUR PROGRAMMING TEAM JUST SMILED AT EACH OTHER. AND NOW HERE IT IS . .

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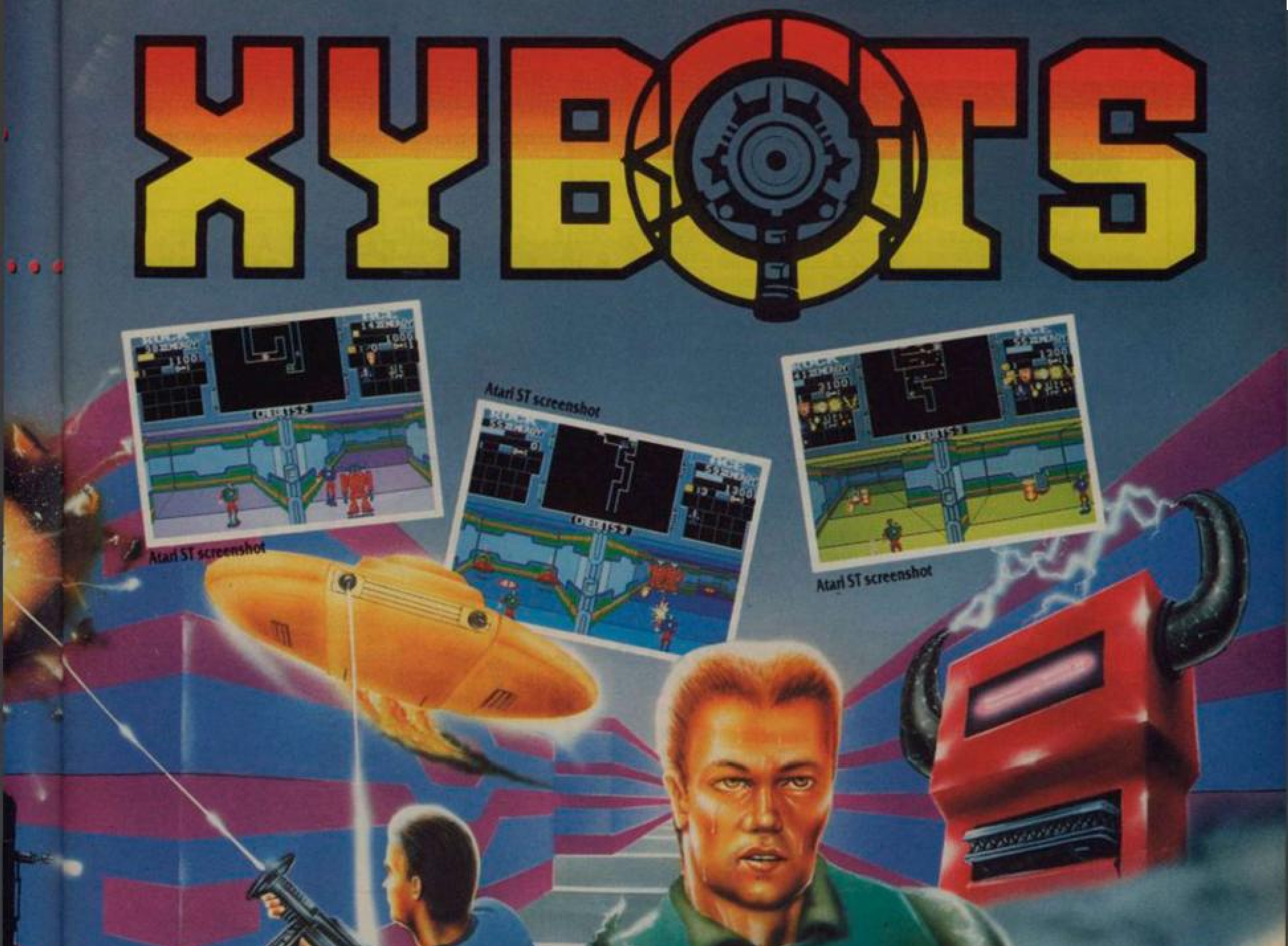

Atari ST screenshot

Atari ST screenshot

Atari ST screenshot

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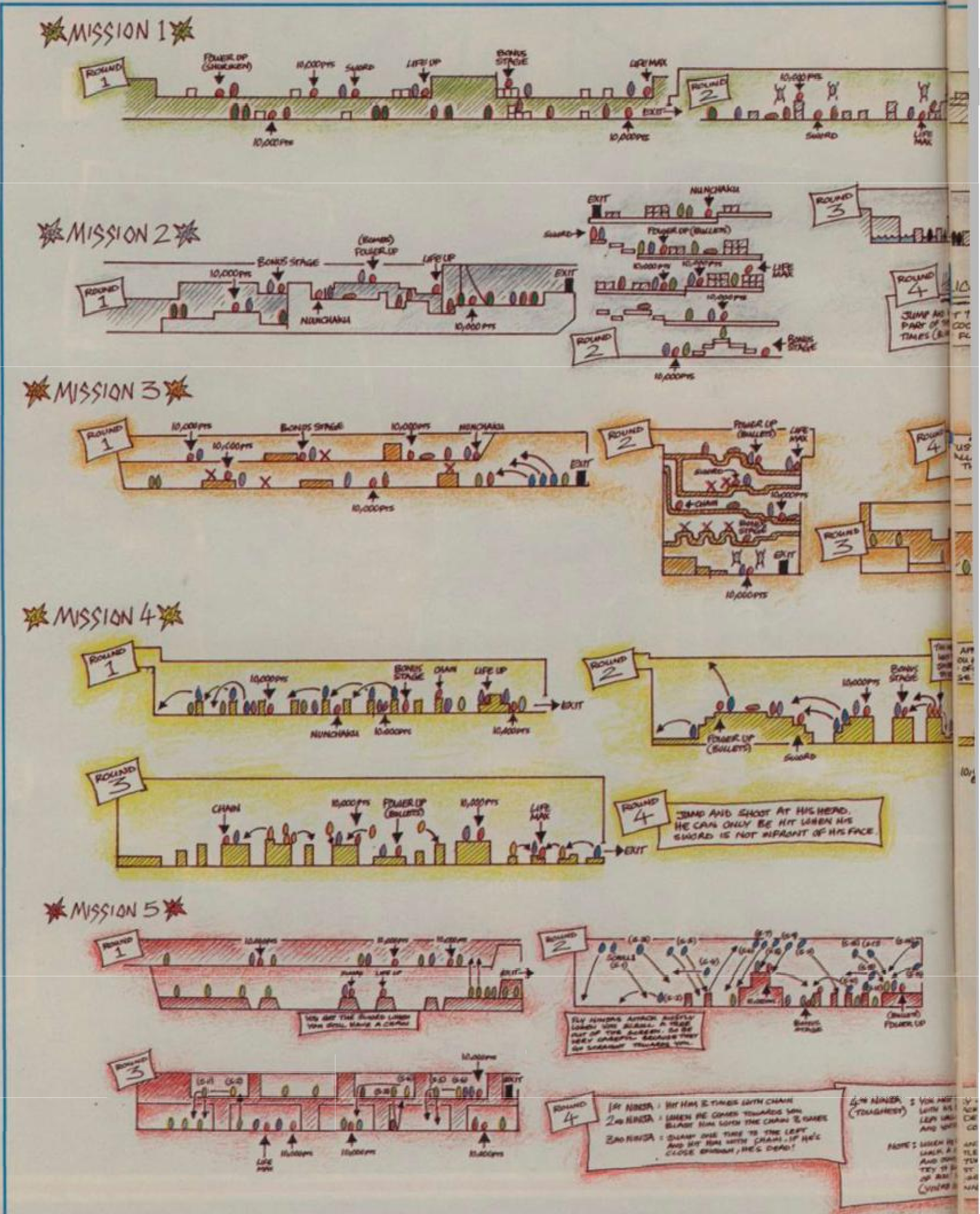
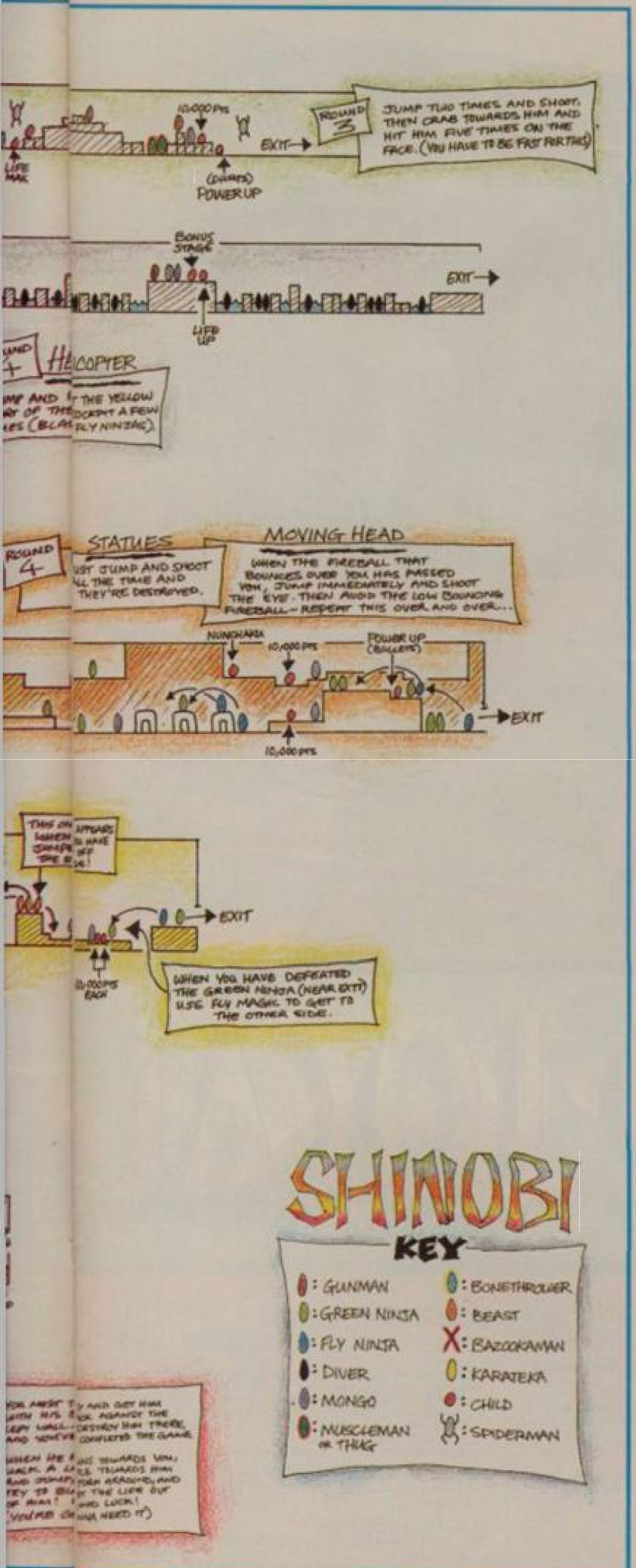
# GAME TIPS


MISSION 1
ROUND 1
POWER UP (SHURIKEN)
10,000 PTS
SWORD
LIFE UP
BONUS STAGE
LIFE MAX
10,000 PTS
10,000 PTS
EXIT
ROUND 2
10,000 PTS
SWORD
LIFE MAX
MISSION 2
ROUND 1
BONUS STAGE
10,000 PTS
(BOMBS) POWER UP
LIFE UP
EXIT
NUNCHAKU
10,000 PTS
ROUND 2
EXIT
NUNCHAKU
SWORD
POWER UP (BULLETS)
10,000 PTS
10,000 PTS
LIFE MAX
10,000 PTS
BONUS STAGE
10,000 PTS
ROUND 3
ROUND 4
JUMP AS
PART OF
TIMES
MISSION 3
ROUND 1
10,000 PTS
10,000 PTS
BONUS STAGE
10,000 PTS
NUNCHAKU
EXIT
10,000 PTS
ROUND 2
POWER UP (BULLETS)
LIFE MAX
SWORD
CHAIN
10,000 PTS
BONUS STAGE
EXIT
10,000 PTS
ROUND 3
ROUND 4
MISSION 4
ROUND 1
10,000 PTS
BONUS STAGE
CHAIN
LIFE UP
EXIT
NUNCHAKU
10,000 PTS
10,000 PTS
ROUND 2
10,000 PTS
BONUS STAGE
POWER UP (BULLETS)
SWORD
ROUND 3
CHAIN
10,000 PTS
POWER UP (BULLETS)
10,000 PTS
LIFE MAX
EXIT
ROUND 4
JUMP AND SHOOT AT HIS HEAD. HE CAN ONLY BE HIT WHEN HIS SWORD IS NOT INFRONT OF HIS FACE.
MISSION 5
ROUND 1
10,000 PTS
10,000 PTS
10,000 PTS
SWORD
LIFE UP
EXIT
YOU GET THE SWORD WHEN YOU STILL HAVE A CHAIN
ROUND 2
SKULLS
BONUS STAGE
(BULLETS) POWER UP
FLY NINJAS ATTACK MOSTLY WHEN YOU REACH A TREE OUT OF THE SCREEN. SO BE VERY CAREFUL BECAUSE THEY GO STRAIGHT TOWARDS YOU.
ROUND 3
10,000 PTS
EXIT
LIFE MAX
10,000 PTS
10,000 PTS
10,000 PTS
ROUND 4
1ST NINJA : HIT HIM 3 TIMES WITH CHAIN
2ND NINJA : WHEN HE COMES TOWARDS YOU BLAST HIM WITH THE CHAIN 3 TIMES
3RD NINJA : SWAP ONE TIME TO THE LEFT AND HIT HIM WITH CHAIN. IF HE'S CLOSE ENOUGH, HE'S DEAD!
4TH NINJA (TOUGHEST)
NOTE :


10,000 PTS
LIFE MAX
(DARTS) POWERUP
EXIT
ROUND 3
JUMP TWO TIMES AND SHOOT, THEN CRAB TOWARDS HIM AND HIT HIM FIVE TIMES ON THE FACE. (YOU HAVE TO BE FAST FOR THIS)
BONUS STAGE
EXIT
LIFE UP
ROUND 4
HELICOPTER
THE YELLOW COCKPIT A FEW FLY NINJAS)
ROUND 4
STATUES
JUST JUMP AND SHOOT ALL THE TIME AND THEY'RE DESTROYED.
MOVING HEAD
WHEN THE FIREBALL THAT BOUNCES OVER YOU HAS PASSED YOU, JUMP IMMEDIATELY AND SHOOT THE 'EYE'. THEN AVOID THE LOW BOUNCING FIREBALL - REPEAT THIS OVER AND OVER...
NUNCHAKU
10,000 PTS
POWER UP (BULLETS)
EXIT
10,000 PTS
EXIT
10,000 PTS EACH
WHEN YOU HAVE DEFEATED THE GREEN NINJA (NEAR EXIT) USE FLY MAGIC TO GET TO THE OTHER SIDE.
SHINOBI
KEY
: GUNMAN
: GREEN NINJA
: FLY NINJA
: DIVER
: MONGO
: MUSCLEMAN OR THUG
: BONETHROWER
: BEAST
X: BAZOOKAMAN
: KARATEKA
: CHILD
: SPIDERMAN

# SEGA

## BLACK BELT

This useful tip was discovered by Ian Rylands of Widnes, Cheshire. When you come to the opponent in the room with the picture, trap him in the corner of the screen and duck and punch him in the stomach until his power is drained. He then jumps up and tries a flying kick. Copy him, and keep doing so until you make contact, whereupon he'll stop in mid air and you can finish him off.

## POSIEDON WARS

Peter York of Bilston, W Mids has discovered the continue mode on this 3D game. When you finish a game, push the joypad down four times, right three times, up twice and left and you'll carry on from where you left off. If you want to access the sound test, push the joypad up, left twice, down thrice and right four times, and lo, up will pop the muzak screen, so you can listen 'till your heart's content.

## THUNDER-BLADE

Here's a tip for advanced players, discovered by Robin Ayers of Sunnyside, Nuneaton. On level four, stay at the bottom right of the screen and avoid all the pipes and enemy tank fire. All the helicopters that fly directly down shoot you, but their bullets go straight through your chopper (fnar, fnar).

Apparently you can also get rid of the end-of-level fortress by sitting in either the top left or right hand corner — it blows up of its own accord.

## WONDER-BOY

Those who still play this scrolling platform game, might be interested in the cheat mode, which was sent in by Adam Edwards of Stourbridge, W Mids. On the title screen, press button one, button two twice and keep the joypad held down. Now push the joystick up and down to select the area which you want to play.

## ACTION FIGHTER

To get rid of the helicopter when driving the car, simply turn into a motorbike and back.

## TRANSBOT

When you reach the first city, three devicers appear called Hiluns. If they're blasted with the D weapon, the mission switches to an underground level.

## CHOPLIFTER

Now here's a whacky tip if I ever saw one. Shoot the enemy rocket base several times, and after a while Superman (for it is he) appears. Now the prisoners will run twice as fast. Good, eh?

## SPACE HARRIER

Oops! What a prannet I am. I explained how to access the cheat mode for this last month, but left out an up. So grab last month's issue (if you haven't got it, tough mammaries), do what it tells you an add an extra up on the joypad. Cheers to Cavan Gallagher for notifying me about that correction.

# CHECK OUT THE NAMES.

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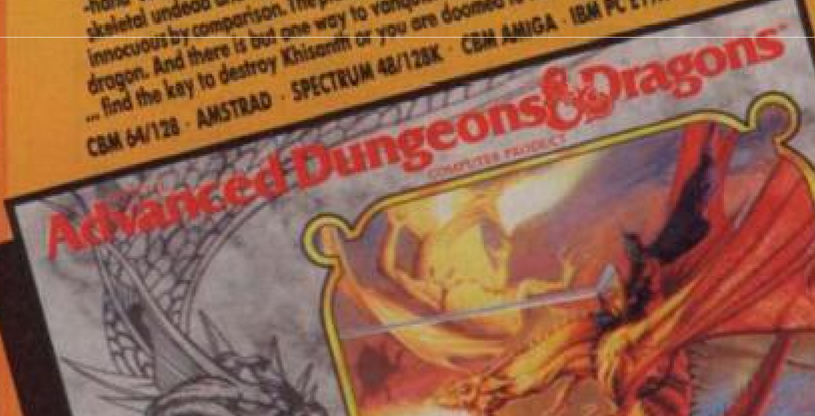

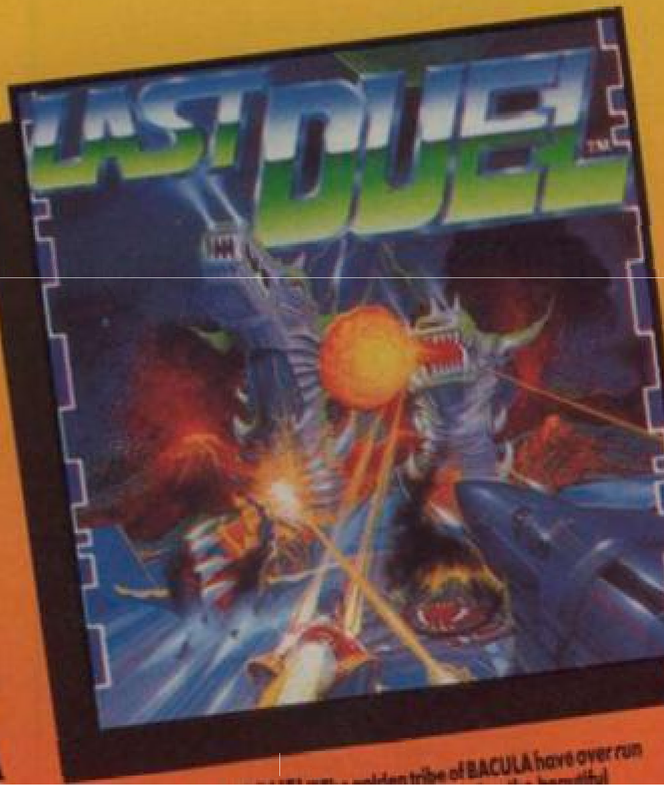

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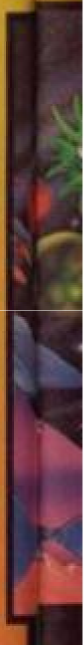

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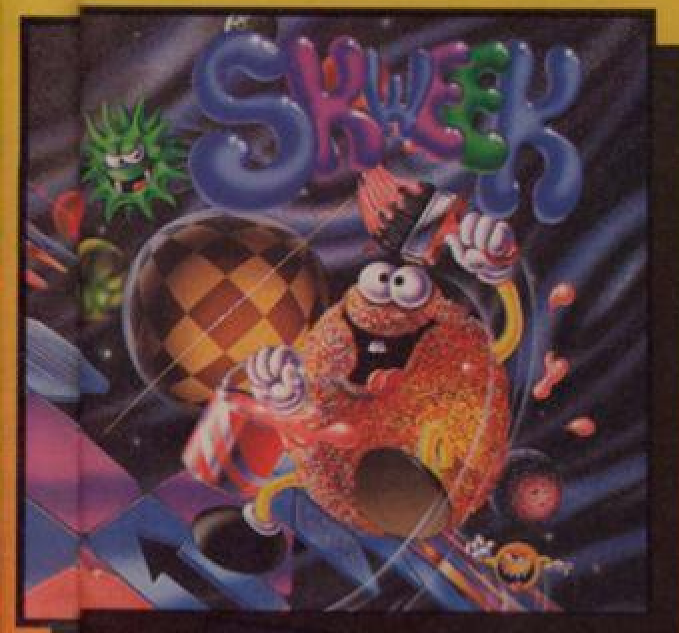

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AMIGA ST SPECTRUM

# SILK WORM

C+VG HIT!

Wa-hey! It's wartime again, and as usual, you're in the thick of things, piloting your supercharged helicopter over land and scrolling sea towards the enemy's favorite nuclear reactor which you have to blow up. Luckily, you can bring a friend along, and while you tear through the sky, he chugs along the ground in a jumping jeep.

Both vehicles are armed with an unlimited supply of missiles (Silkworms?) which fire two at a time. As well as the usual forward fire, the helicopter simultaneously launches a rocket diagonally downward, and the jeep has a directable launcher in the back.

This being one of those "you against unassailable odds" sort of games, you and your jeepster chum are joined by the entire enemy air force as well as much of their armored ground forces. All sorts of weird and wonderful whirlybirds swoop about the airways launching heat-seekers at you, and on later levels jet fighters zoom at you out of a clear sky. Providing extra grief are goosecopters, which fly onto the screen piece by piece and can only be shot by dodging under the "head" and firing at the "neck". Pretty tricky when the sky is full of missiles which are locked onto your bum! If you manage to shoot the goosecopter it leaves behind an extra weapon — double firepower, speed ups, rapid fire — the usual stuff.

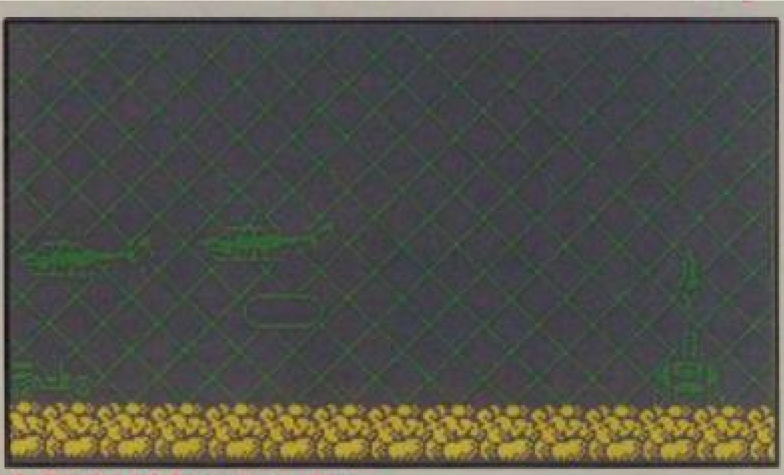
Meanwhile, on the ground there are tanks, missile carriers which fire eight shots simultaneously, rocket launching robots, SAM sites and underground missile silos which fires ICBMs at you. The jeep is caused particular problems by land mines, but if the helicopter shoots them, they turn into sparkly clouds providing an energy shield for whoever picks them up. Shoot the cloud or pick it up when you already have a shield and KABOOMA! — it becomes a smart bomb.

Actually, it's loud noises like this that make the Amiga version really worth playing. Shooting anything produces the kind of sound effects that induce shell shock in the dog and give flashbacks to TV Vietnam veterans. Turn up the volume and the neighbours will think you're re-filming Apocalypse Now in your bedroom.

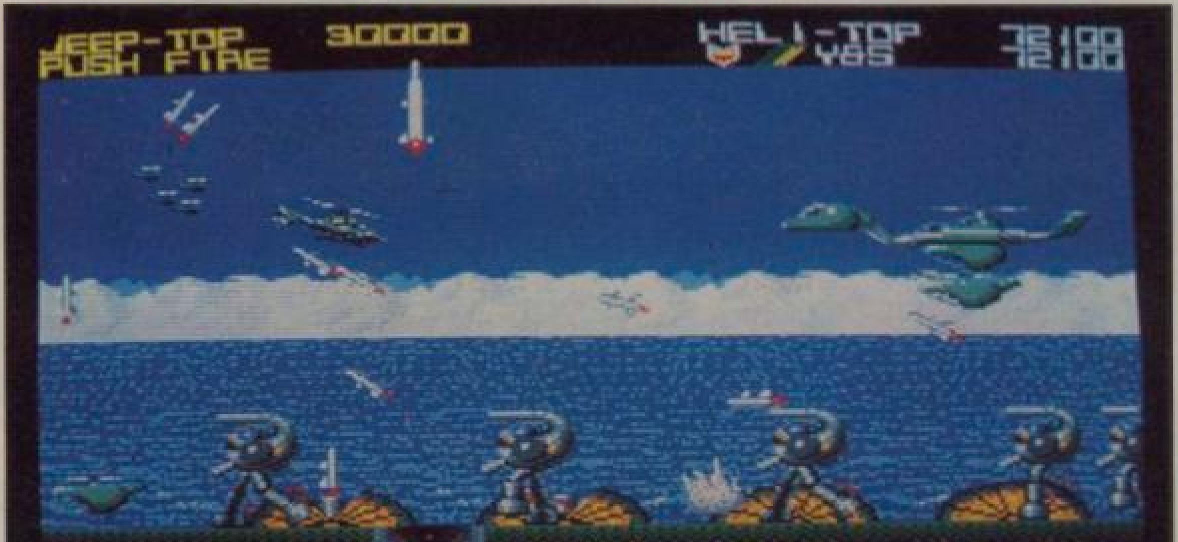
Graphics are equally slick — super smooth parallax scrolling and loads of neatly detailed sprites. I mean, the jeep even leaves a cloud of dust when it jumps for goodness sake! Even when the screen is packed out with pursuing rockets there's no loss of speed or smoothness.

Surprisingly enough, gameplay lives up to the presentation. A three-credits system should let any experienced blaster should through the first few levels without too much trouble, but after that things get very fast and furious. You can be dodging several homing missiles at once, blasting helicopters and watching squadrons of jets taking off from the deck of an aircraft carrier in the distance. "Action-packed" is a very applicable term and if Silkworm doesn't quicken your pulse, you must be in a coma.

**PAUL GLANCEY**



*▲ Shades of Apocalypse Now.*



*▲ Noisy, fast and colourful blasting fun.*

**SPECTRUM £9.99**

*Obviously lacks some of the visual and audio wonderments of the 16 bit versions, but the Spectrum version is nonetheless a very playable and addictive blast.*

**OVERALL 80%**

**ST £19.99**

*Lacks the explosive sound effects of the Amiga version, and it's not quite as smooth, but the gameplay is just as good.*

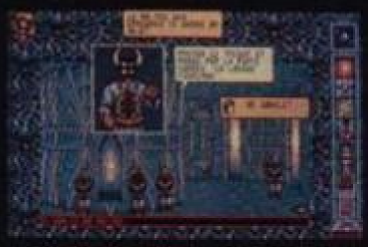
**OVERALL 84%**

| AMIGA | £19.99 |
|---|---|
| GRAPHICS | 88% |
| SOUND | 87% |
| VALUE | 87% |
| PLAYABILITY | 88% |

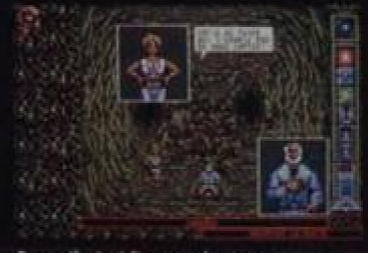
*Tremendous sound, super-smooth graphics and fiendishly addictive gameplay puts this amongst the cream of Amiga shoot 'em ups.*

**OVERALL 87%**

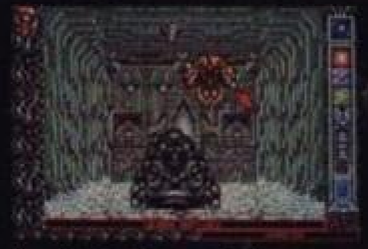
# KULT



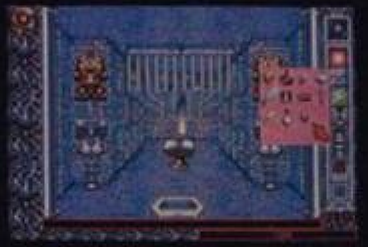
The Temple of Flying Saucers, seething with gruesome secrets.



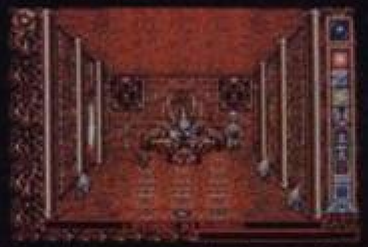
So eerily insidious and yet so bewitching.



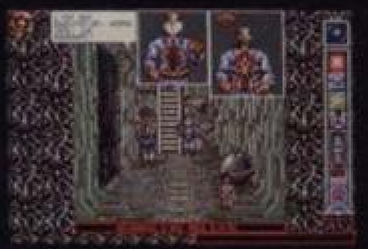
Your blood will freeze, friend. You can never be the same.



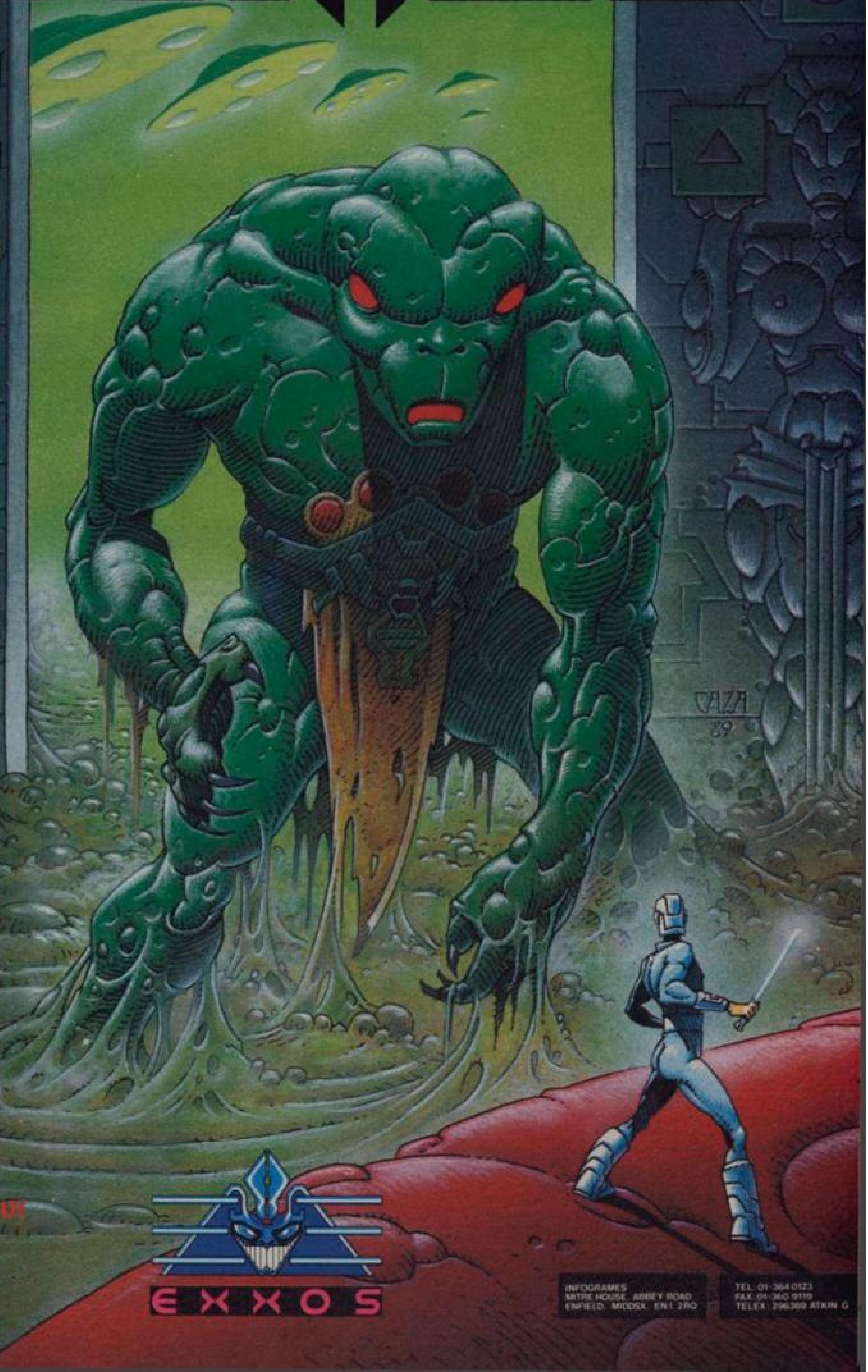
Your friends will shiver at the chilling change in you.



They'll hope you've only been smoking rotten tramp tails.



But EXXOS has laid a cunning trap. There's no escape. Now YOU are one of the psi-mutants !



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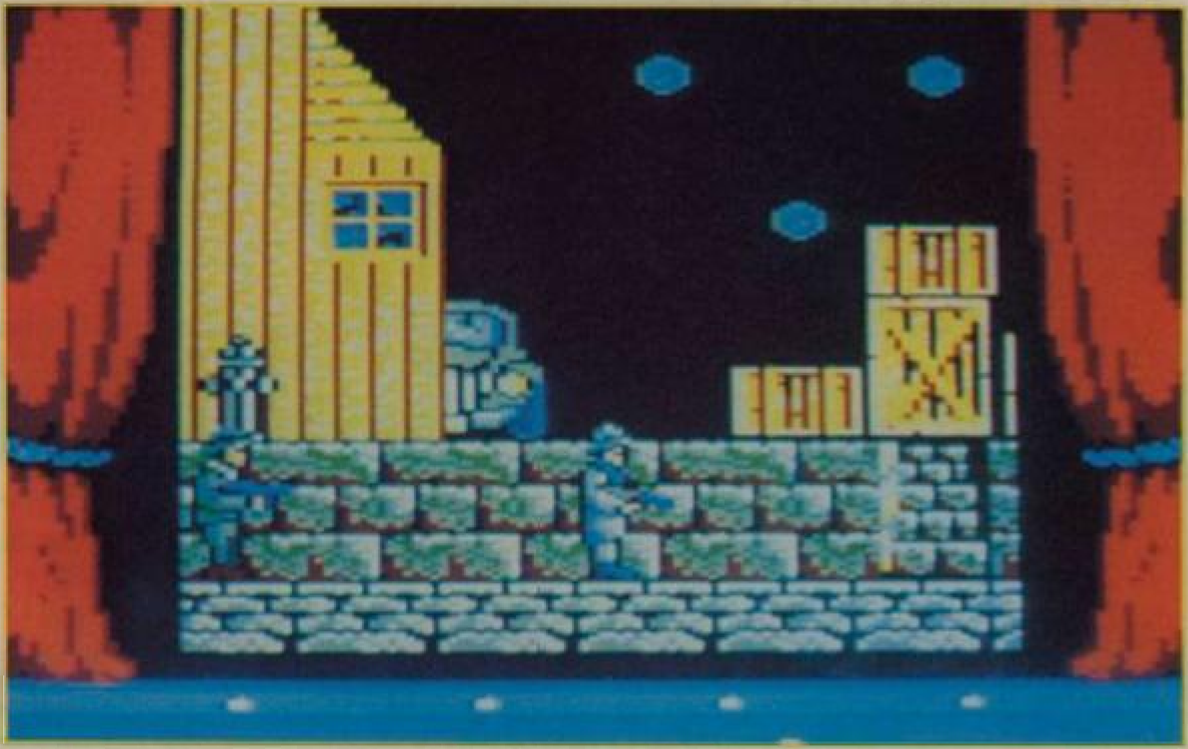

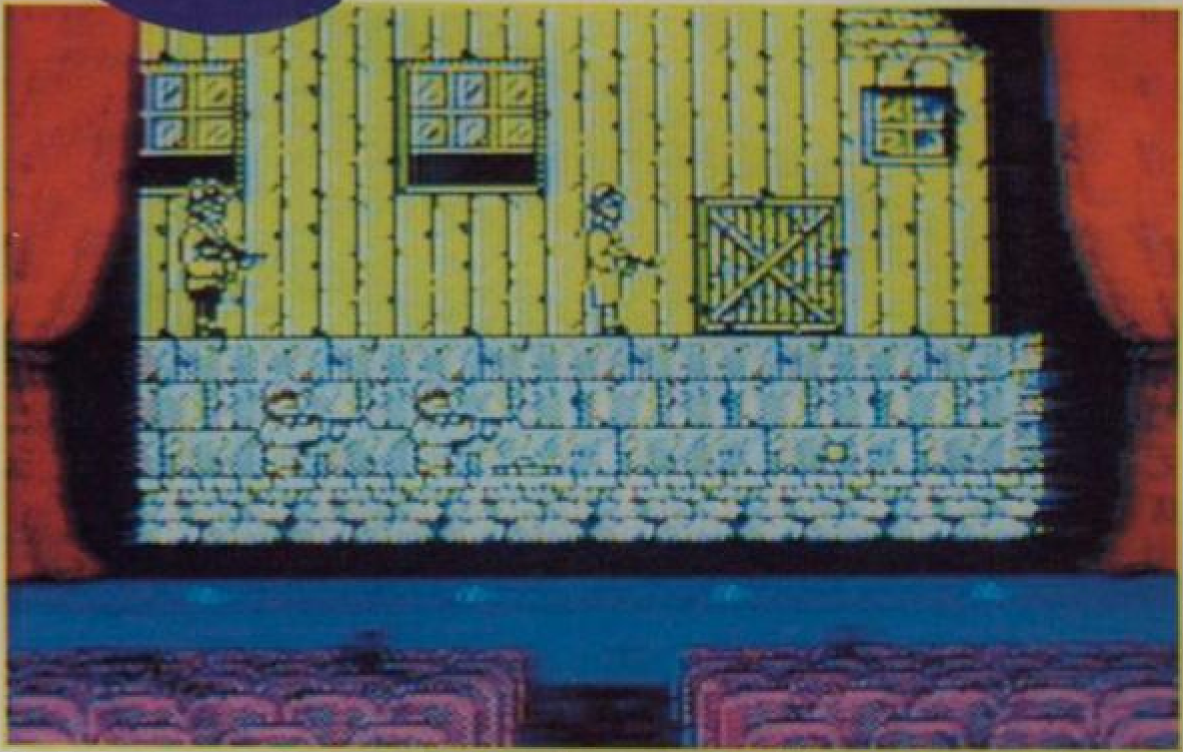

Listen to me, see. Youse boys have come down here, and you're trying to muscle in on my action. Okay guys, let 'em have it! RRRAT TAT TAT TAT TAT... Happy Valentines Day...

Yes, it's an old gangster movie, and Spanish software house Toposoft has spared nothing to bring you that authentic cinema feel. The game takes place on a movie screen in front of rows of seats; there's even a pianist at the bottom of the screen to accompany the action.

You are a detective called Elliot whose mission in life is to stop crime in the city and deal a heavy blow to the beer barons of 1930's Chicago. Or to put it another way, he strolls through four levels spattering bits of mobster all over the scenery with his machine gun. That's my kind of law enforcement. You basically have to negotiate The Levels, The Port, The Suburbs, The City and the Clandestine Warehouse. (Clandestine means secret and not, as you might think, the scientist who made a big bloke with a bolt through his neck. This is a public information flash for the hard of thinking.)

In practice this is just a standard shoot 'em up, free from annoying tricky things like plot or anything like that.

This is far from being a put down of the game. It's a really good blast 'em up, and for those of us who have an itchy trigger finger it's non-stop action all the way.

So don't pack your brain when you go to play it. Leave it at home on the side, but put a tissue under it 'cos it leaves a stain on the wood.

**PHIL SOUTH**

| AMSTRAD £9.99 | |
|---|---|
| *Benefits from extra colour, but otherwise virtually identical to the Spectrum version.* | |
| **OVERALL** | **71%** |

| ST £19.99 | |
|---|---|
| *Okay, so the graphics are much improved in this version, but the theme tune is still like having rivets put in your forehead.* | |
| **OVERALL** | **78%** |

| C64 | £9.99 |
|---|---|
| Graphics | 68% |
| Sound | 55% |
| Value | 71% |
| Playability | 87% |
| *Fast and colourful — it makes a change from all those little metallic spaceships whizzing around. Highly recommended to blasting fans.* | |
| **Overall** | **85%** |

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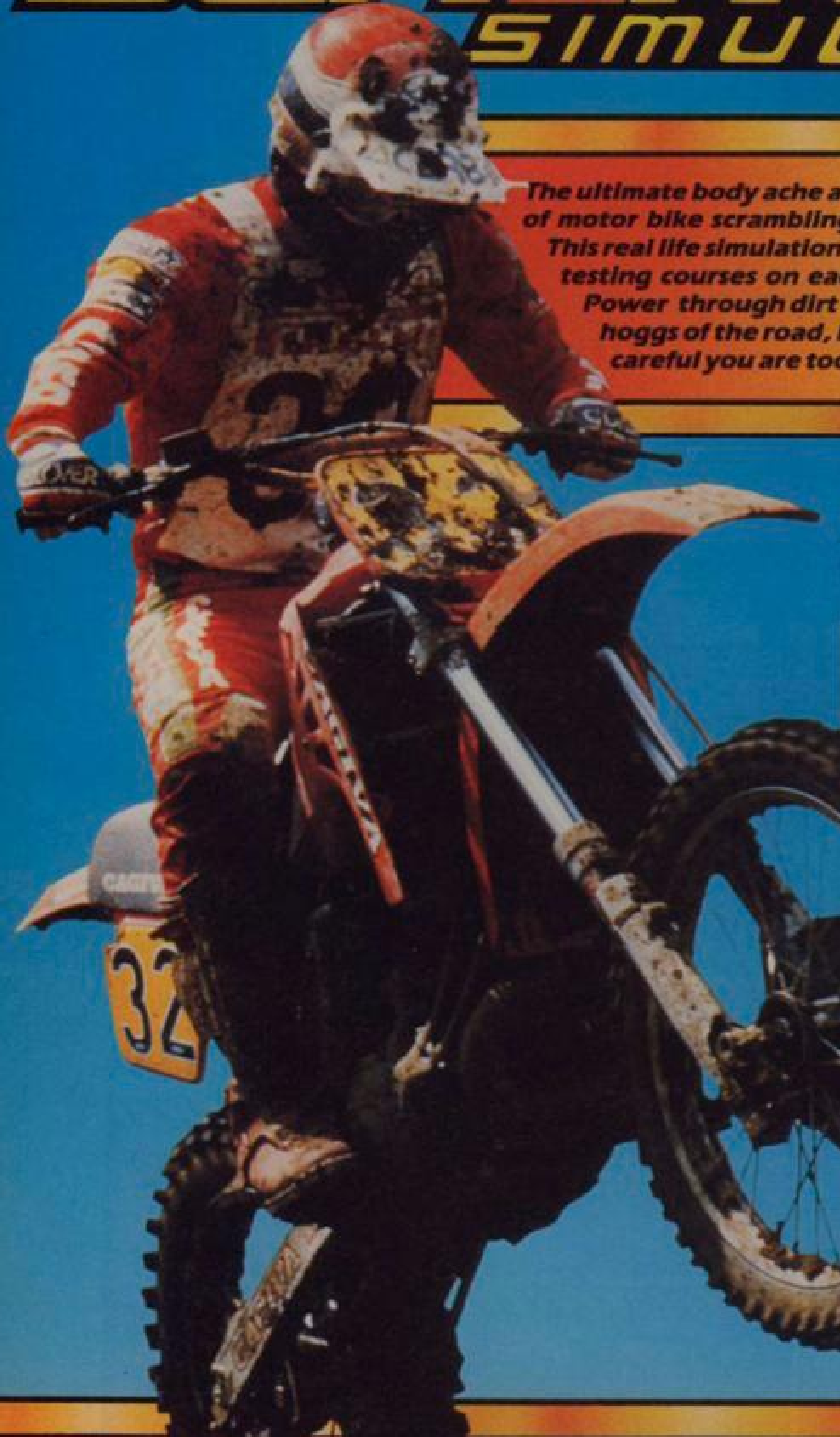

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*Power through dirt tracks, hill climbs, water hazards and numerous hoggs of the road, but remember it's not just how fast you go, but how careful you are too ... penalties count seconds, 3 faults and you're out!!*

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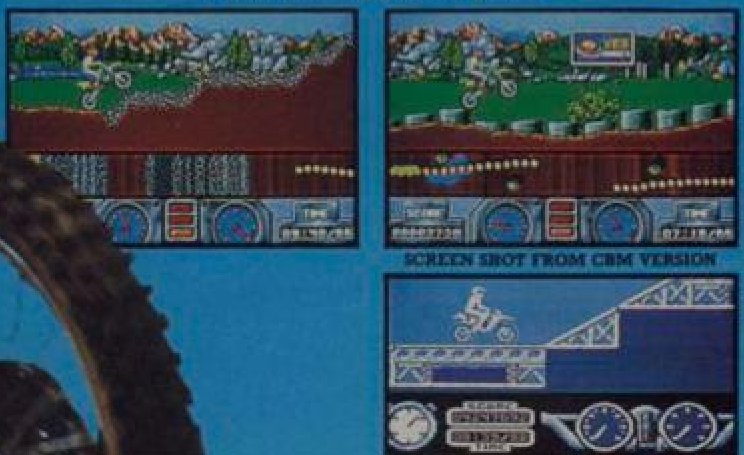
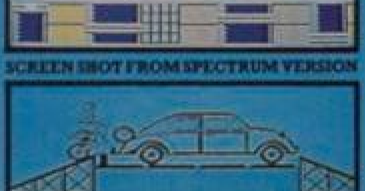
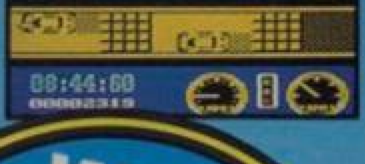


SCREEN SHOT FROM CBM VERSION



SCREEN SHOT FROM SPECTRUM VERSION



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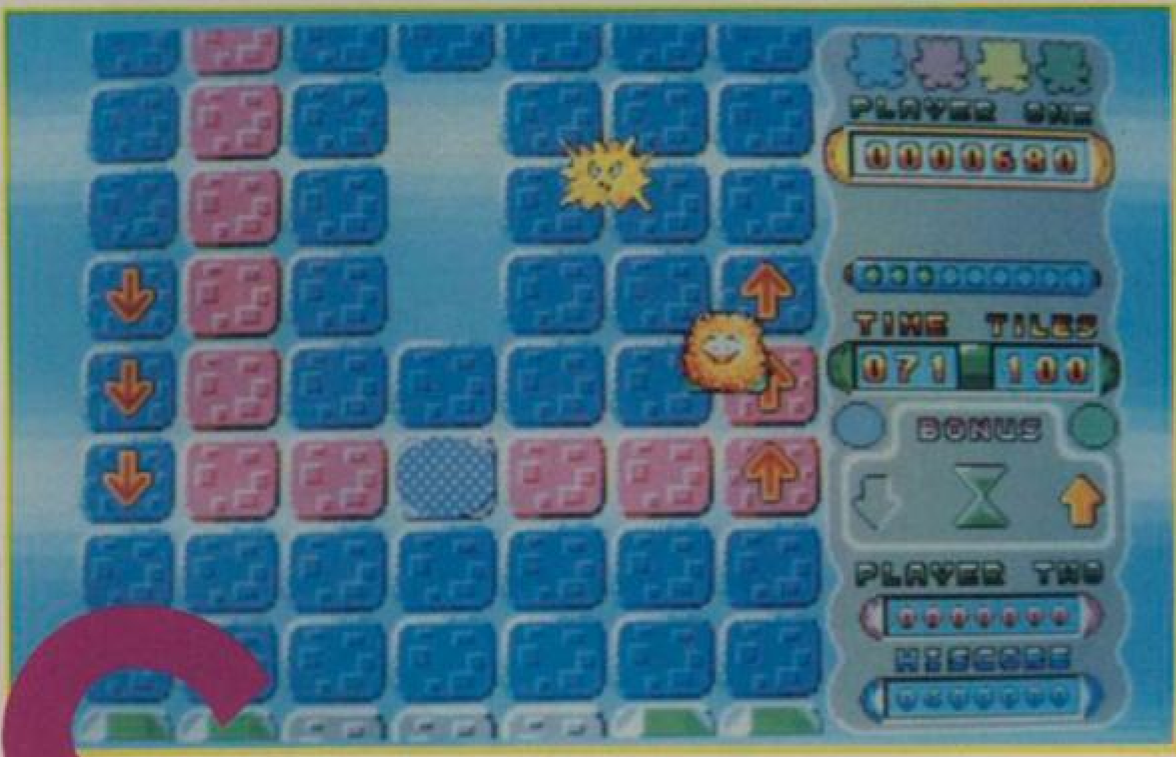
# SKWEEK

### BY LORICIELS/US Gold

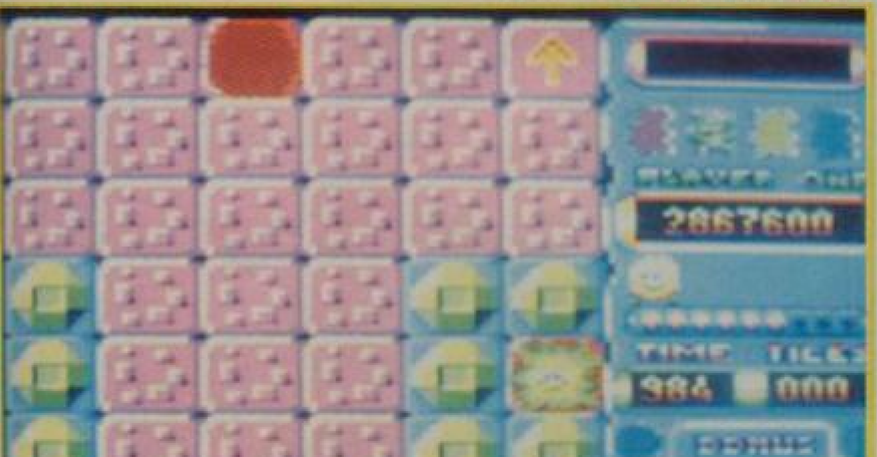
Walk with me ... back ... back ... baaaaack ... to 1983, when software houses were feverishly trying to work out another variation on the PAC MAN theme to launch at suspecting Spectrum owners. And now, this classic, if comatose, genre has been revived once again, this time for the benefit (?) of 16-bit owners.

Loriciels has hitched its game to the ultimate in twee storylines, about invading aliens infecting 99 lanscapes of the planet Skweez' land with blue sweeticide. Skweek, fluffy ball of orange heroism that he is, has to walk over the tiles which make up each scrolling continent, changing them from blue to pink. When the whole landscape is pink, it's on to the next continent, and so it goes on.

Making life difficult are the equally cuddly Skarks, who appear from the jaws of transporters and waddle after Skweek with as much menace as cuddly Skark sprites can muster. Luckily for Skweek he's armed with a zonking gun and, well, it zonks most Skarks out of existence.



*Skweek heads upscreen for the magic hourglass.*



*Another level pinkified on the Amstrad.*

Weapon upgrades appear in the landscape from time to time, providing four-way and rapid firepower and Skark freezers. Other collectables include running shoes to speed things up, extra lives and bonus points. Certain tiles also have special functions. Ice tiles keep you slip slidin' away, short cut tiles transport you from one end of the playfield to the other, cracked tiles disappear after you walk on them and bomb tiles explode, taking eight surrounding tiles with them.

All in all, that's just about enough to save *Skweek* from being a cute little mediocrity. However, it still squats squarely in the "hmm, well, not bad, but it's not going to set the world on fire, is it?" classificaton. It's well-programmed, but the gameplay's pretty insubstantial and not the sort of stuff that's going to keep you at the joystick till the early hours.

*Skweek's* cutesy, colourful graphics, intrinsic jolliness and fundamentally simple gameplay suggest that it would be rather more popular with the younger gamesplayer. I suspect that more hardened joystick-jocks will find that *Skweek* is not really the sort of game that they would willingly spend £20 on. Good for softies or girlies, though.

**PAUL GLANCEY**

## UPDATE

**A PC version is on the cards, which should be well on a par with the Amiga and ST games.**

**AMIGA £19.99**

*The same gameplay as the ST version, but slightly more impressive graphics and sound. Still nothing earth-shattering, though.*

**OVERALL: 63%**

**AMSTRAD £9.99**

**Incredibly, even cuter sprites than on the ST and Amiga versions, but suffers from a flip-screen rather than a scrolling play area.**

**OVERALL: 62%**

**ST £19.99**

| | |
|---|---|
| GRAPHICS: | 64% |
| SOUND: | 63% |
| PLAYABILITY: | 66% |
| VALUE: | 59% |

*A cute and cuddly sort of PAC MAN variant, but not the apex in addictive gameplay. Probably one for younger players only.*

**OVERALL: 62%**

MICRO STATUS

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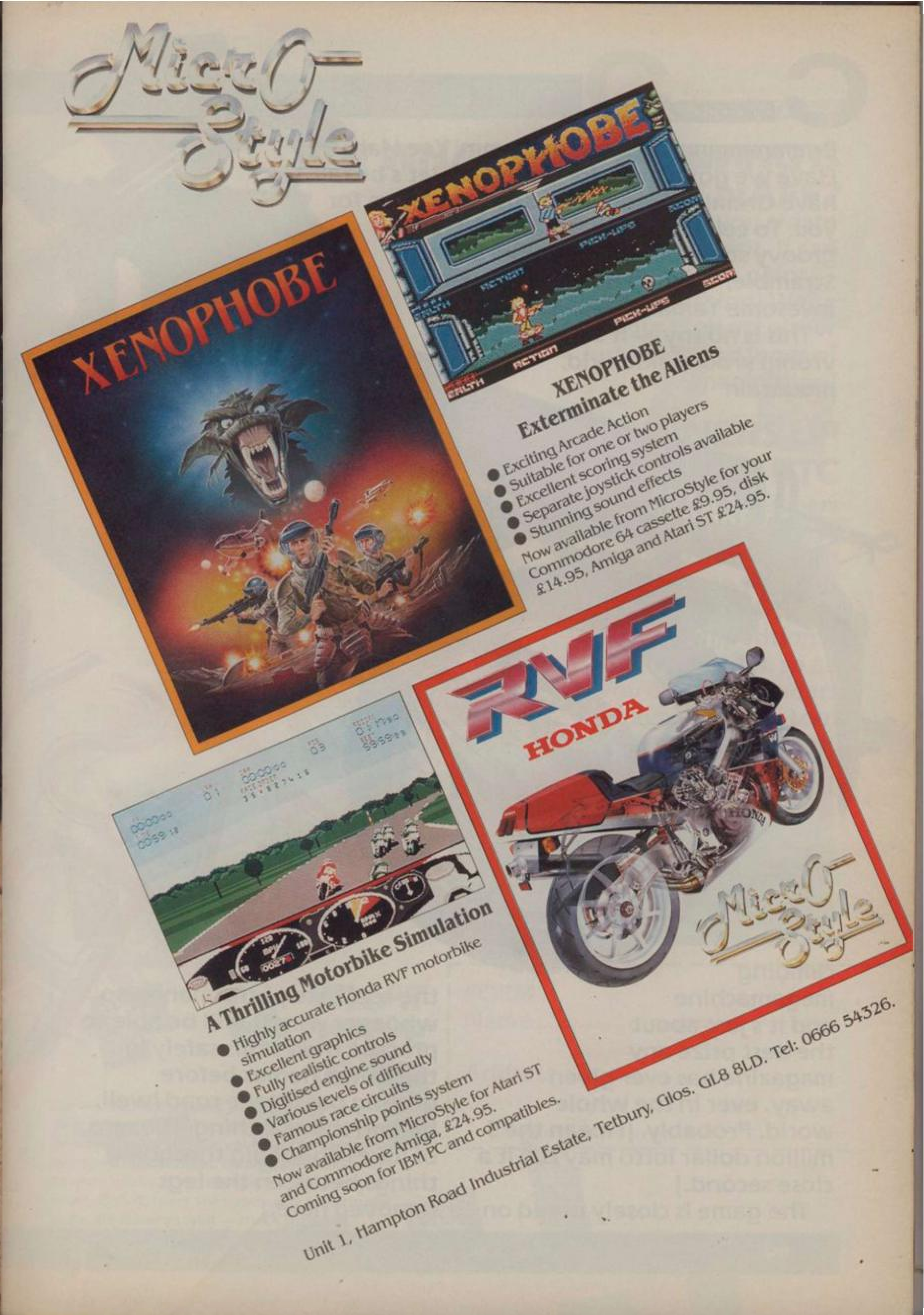
The first two, Total Eclipse and Dark Side, are already here. So look out for the new status symbol.

[illegible] Unit 1, Hamp [illegible]



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Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.

**Brmmmmmmmm. Brmmmmmmm. Yee Hah! Have we got a prize for you! Well, let's be fair, have Gremlin Graphics and us got a prize for you. To celebrate the release of its super groovy scrambling simulation, Super Scramble, Gremlin is giving away an awesome Yamaha DT50MX dirt bike.**

This is no toy — it's a serious vroom vroom, skid skid, mountain

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climbing megamachine and it's just about the best prize any magazine has ever given away, ever in the whole world. Probably. (I mean the 5 million dollar lotto may run it a close second.)

The game is closely based on the real bike performance, so whoever wins it will be able to practise their skills safely in their own homes before getting out on the road (well, hill) on the real thing. (Dozens of jokes about big throbbing things between the legs removed here.)

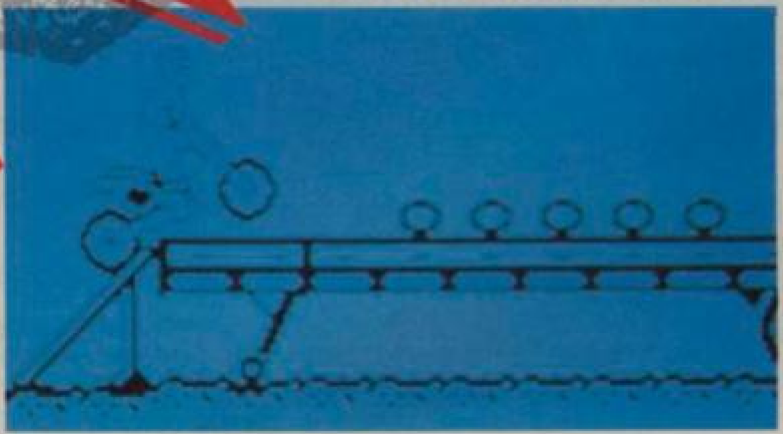
# GREMLIN COMPO

## BUT WHAT IF MY DRAWING IS TOTALLY NAFF?

It doesn't matter. How you create your picture is not important. It can be pen and ink, felt pens, paint — even join the dots*. Anything! We're not so worried about high art either — just loads and loads of imagination!

## RUNNERS UP ETC

There are fifty runners up prizes of T-shirts and posters, so that's lots of chances to win. Get creating! Closing date for this competition is September 1st, so all you overseas readers have a chance, too!



## WHAT YOU HAVE TO DO

We want to know what you think the bike of the year 2000 will look like. We want you to dream your wildest dreams and put your most fantastic fantasies to paper. (About bikes, dummy.) Then fill in the coupon below. If you don't want to cut up your lovely C+VG, there are some entry forms in the software boxes as well — check them out.

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# An Advertisement

"Do an ad" they said. "We wanna get over to the punters how **totally cool** our games are" they said. So I sat **and** thought and thought . . . and thought . . . and nothing came. Ahhh, well I'm **not** really a copy writer and there are geezers getting paid thousands to come up with drivel just like this. Let's face it, it costs **a lot of dosh** to produce an ad and you **don't** wanna **waste your money** do you? Most ad text just goes **on** and on and doesn't really tell you what the game is like, I mean you could shell out loadsamoney on an **expensive** game only to find out it's **rubbish** and the ad copy makes it look like god's gift to computer games. Inspiration –let's tell 'em the truth and show 'em pack shots . . .

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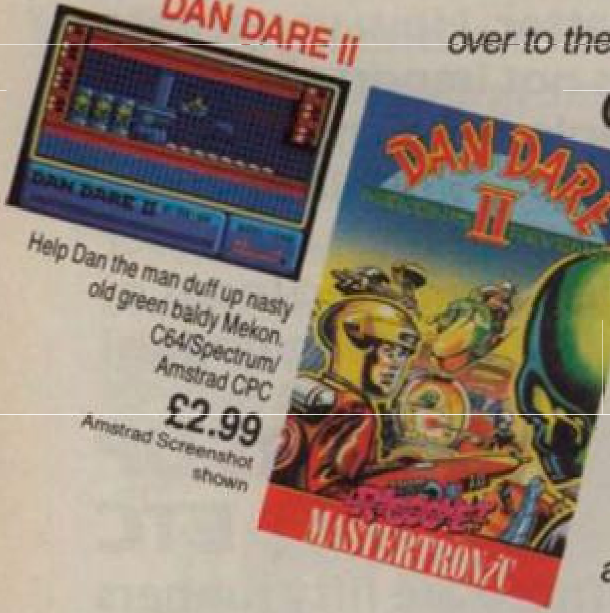

Help Dan the man duff up nasty old green baldy Mekon.
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Amstrad Screenshot shown

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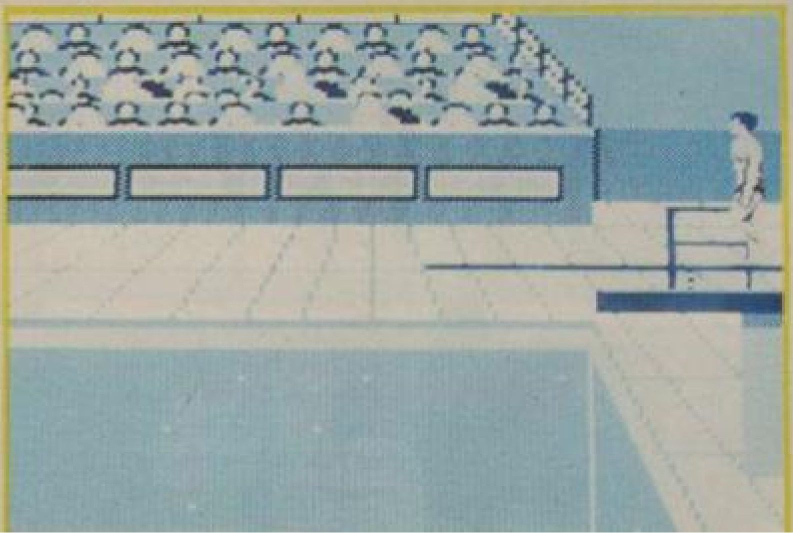
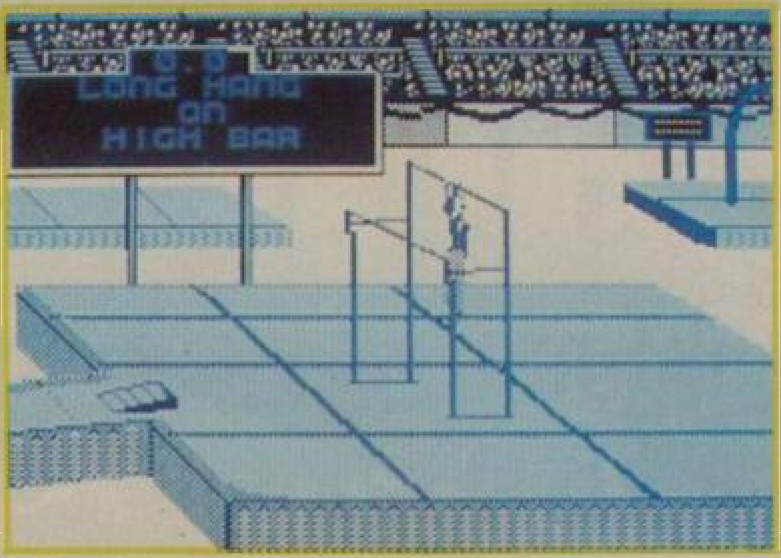


▲ Diving, Amstrad-style.



▲ Parallel bars are fun.

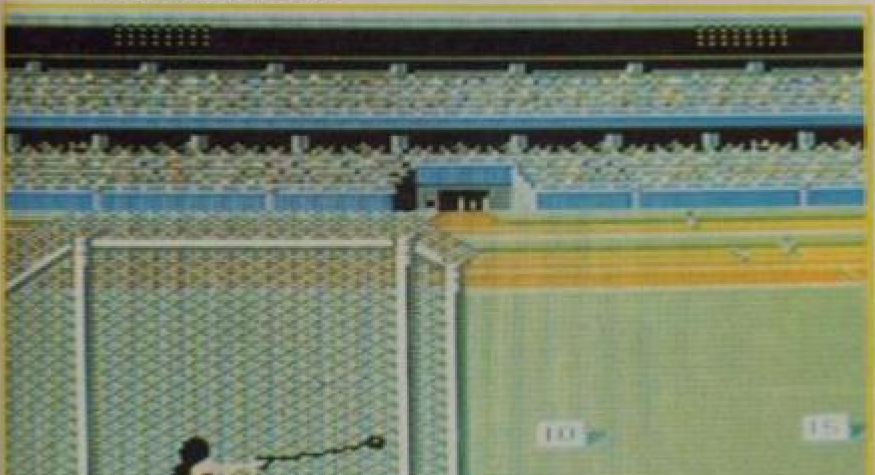
# GAMES; SUMMER EDITION

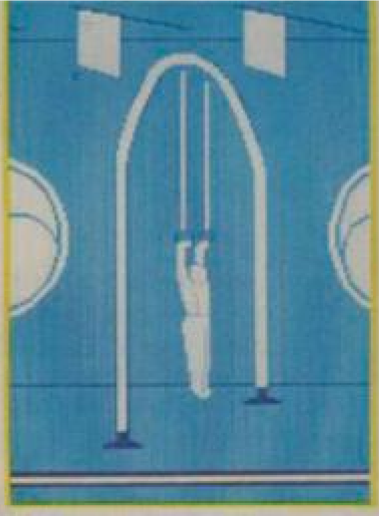
### BY EPYX/US GOLD

I've always been a fan of this kind of game, especially the Epyx variety. It's with a teeny tear of nostalgia I recall my first experiences of C64 gaming with the original Epyx multiloading sports simulations, so I had something of a soft spot waiting for this before I even opened the box.

The game follows similar lines to its illustrious ancestors, with opening ceremonies, world records, medals and all that, plus the option of competing in every event, practice all events (oddly enough no option for practicing ONE event this time!). For similar reasons, ie the lack of random access on tape, the Opening and Closing Ceremonies, and Compete In Some Events options only work on disk versions of the game, which means not on the +2 Speccy cassette that I reviewed.

▼ Make a map (wot?).





▲ Toss that hammer!

The game itself is crisp and fruity, as you'd expect, with plenty of events to sink your teeth into, and as with all Epyx sport sims the minimum of those stupid joystick waggling endurance games, with the emphasis on skill rather than just elbow grease. On the new package there is Archery, Velodrome Cycling, Diving, Hammer Throw, Hurdles, Pole Vault, Rings and Uneven Parallel Bars. Now I've seen archery, diving, cycling, hurdling and hammer throw games before, but the rings and parallel bar jobs caught me by surprise.

The presentation of the games is a little bit more 3D than usual in this type of game, and each individual event seems to be trying harder than ever to look less like a video game and more like TV coverage. The sense of being there is heightened on versions with good sound (the roar of the crowd, f'rinstance), but the Spectrum version, as usual, has all the gameplay.

**PHIL SOUTH**

| SPECTRUM £8.99 | |
|---|---|
| GRAPHICS | 64% |
| SOUND | 20% |
| VALUE | 65% |
| PLAYABILITY | 63% |

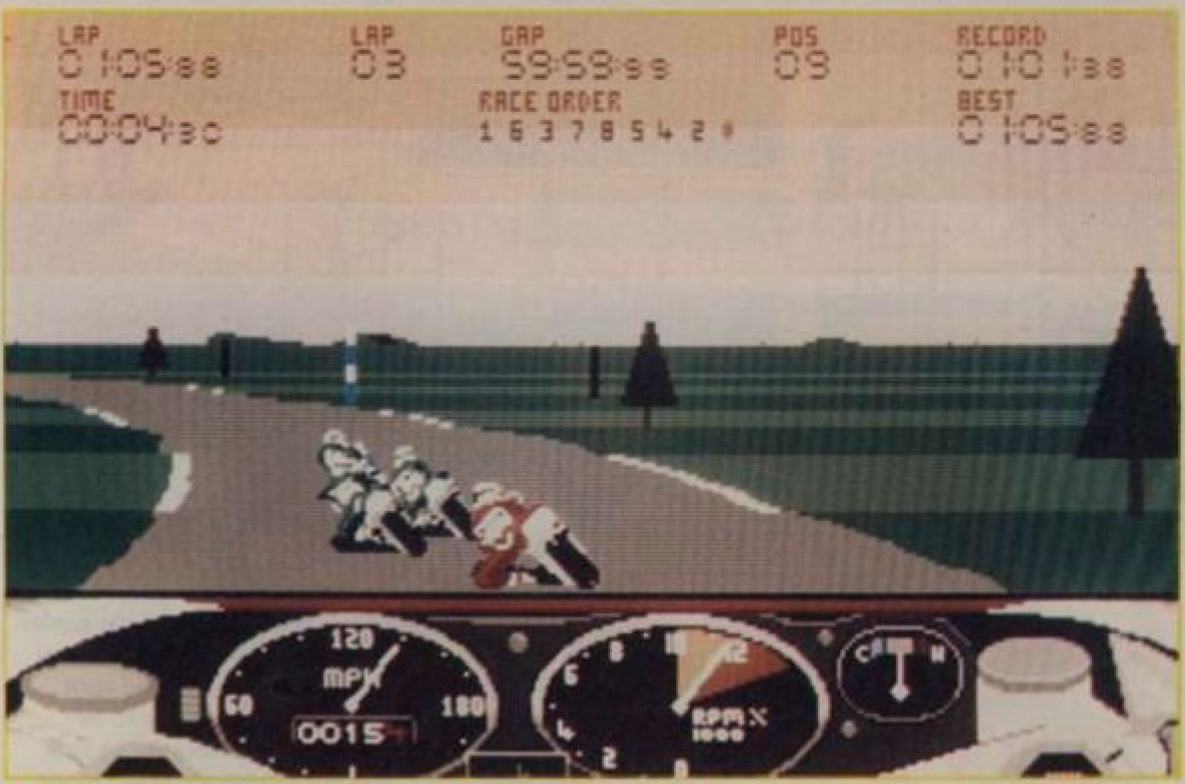
*An enjoyable sports simulation that offers a fair amount of playablity. The multiload is a pain though.*

**OVERALL 72%**

**AMSTRAD £9.99**

*Benefits from extra colour, but otherwise virtually identical to the Spectrum version.*

**OVERALL 71%**



A: Vroom, vroom!

# HONDA RVF

## BY MICROSTYLE

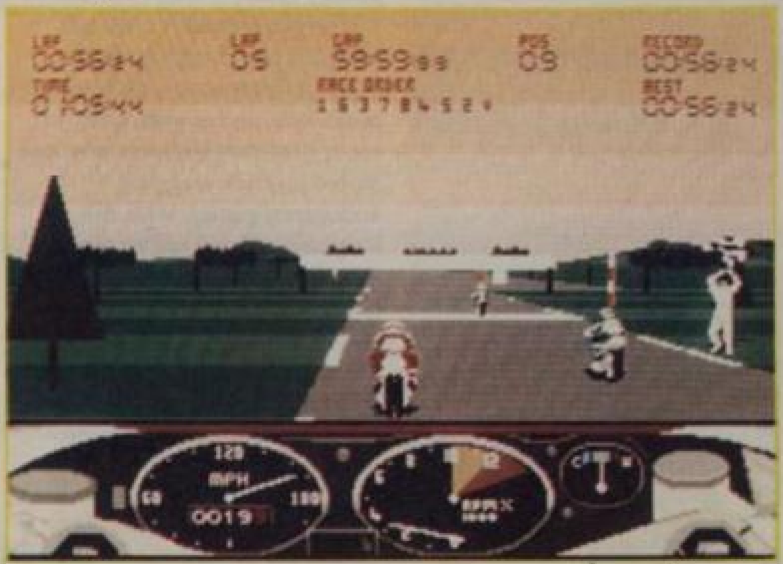
In 1985, Irish race ace Joey Dunlop first took delivery of a red, white and blue dream machine that was going to carry him to a series of successes in motorcycle racing's top category and, ultimately, give him the power he needed to take the world championship crown.

That machine was Honda's near legendary RVF 750 — and unless you've got the necessary £9,500 to take to the road on the production version, Microstyle's simulation is probably the only way that you'll come close to emulating Dunlop's achievements..

Before you strap on your leathers though, take time to check your pit crew's clipboard. This is basically the options menu, allowing the prospective rubber burner to set the race length, choose to practise a course, change the speedo from kilometres to miles per hour and countless other fine-tuning tasks.

And so to the race. . .

Kitted out in a fetching red romper suit, the player takes to the grid with eight other riders. . . each revving his engine to an ear-splitting pitch.



B: Ready to burn.

The lights change from red to green. . . and they're off, jostling for position at the first bend — but are you with them? Not if you over-revved your engine you're not! The crux of the matter here is that *RVF 750* leans heavily towards the simulation end of the market, and as such the bike behaves more or less identically to the real thing. Therefore if you build up more than 8,000 revs before taking off, you'll probably end up pulling a wheelie and losing valuable seconds.

This attention to detail prevails throughout, with most of the courses based on real-life circuits and the bike responding accurately to the conditions thrown up by them. For example, in most games of this type it's possible to take a bend at full whack and get away with it — not here though! *RVF 750* was designed with the help of the pros, so every detail (right down to which gear to negotiate any given corner in) is as accurate as possible.

And don't it feel good!

Gameplay (or simulated action — whichever you prefer) as complex as this takes quite a bit of getting used to, but when you eventually do, the results are all the more rewarding. You really feel that you've achieved something if you end up 'in the points' at the end of a race — and you can give yourself a hearty pat on the back if you manage to complete a race without losing contact with your saddle.

Different spills result in appropriate tumbles — hit a tree and you'll somersault wildly, while skidding on oil will produce a rather less exciting result — but whatever happens, your machine won't emerge unscathed.

An initial fall usually results in a loss of either the speedometer or the rev counter (the latter is more serious, as the rev counter is useful for choosing when to select a new gear), while further falls can lose gears and even write the machine off.

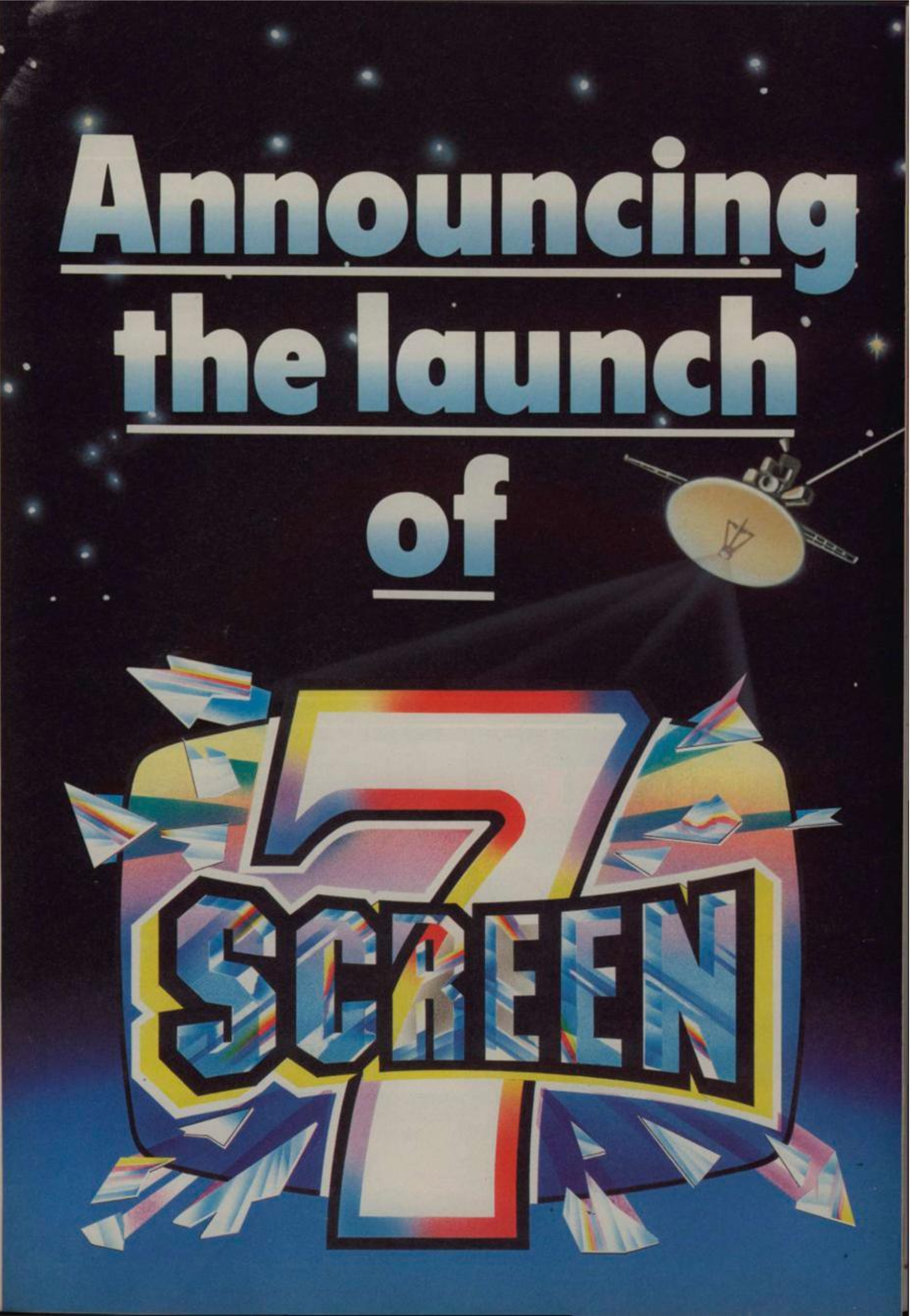
Making it to the very top may prove a long and lonely struggle (but not that lonely if you use the Datalink option to race against another player), but Microstyle's debut has enough depth to keep the aspiring champion interested all the way — and at least you won't end up packing as much metal as Barry Sheene.

**CIARAN BRENNAN**

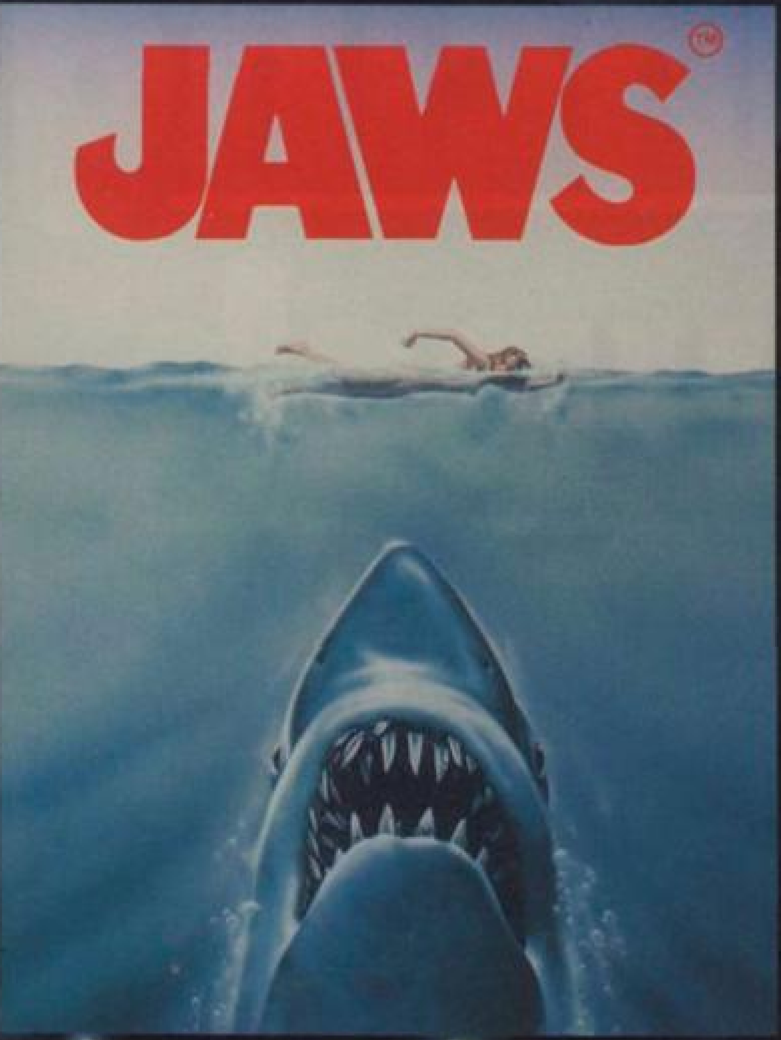
| **ST** | **£24.95** |
|---|---|
| **GRAPHICS** | **83%** |
| **SOUND** | **89%** |
| **VALUE** | **80%** |
| **PLAYABILITY** | **91%** |

***A twisting, turning, screaming, gut-wrenching, metal-melting and incredibly satisfying belt around the tarmac. And the most exciting motorcycle racing game yet into the bargain!***

| **OVERALL** | **80%** |
|---|---|


Announcing
the launch
of
SCREEN
7

# BIG GAMES ›››



A monstrous great white shark is terrorising the beaches of Amity Island. A grim discovery confirms the worst – he's out there and he's hungry. In a bid to save the Island's falling tourist trade, Mayor Vaughn engages a professional shark killer from the mainland. Unfortunately, en route, a fierce storm wrecks his boat, and the means of JAWS' destruction is scattered throughout the caves and chasms of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the manic shark hunter, you set off to retrieve the lethal weapons from the sea bed and kill the unwelcome intruder. Unfortunately, JAWS has other ideas.

Whilst JAWS roams the clear water bringing a swift and horrible end to unwary swimmers, you must undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the death toll rises, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its malevolent visitor before it's too late?

JAWS, one of the greatest box office attractions in the history of motion pictures, surfaces for the first time on a computer screen near you. Mans' deepest fear is back.

***NEW FROM SCREEN 7***

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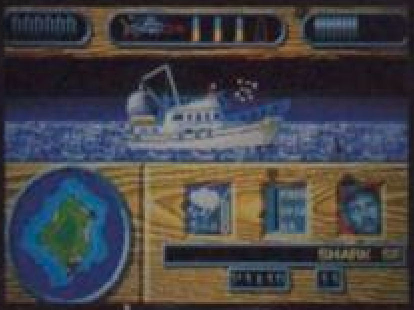
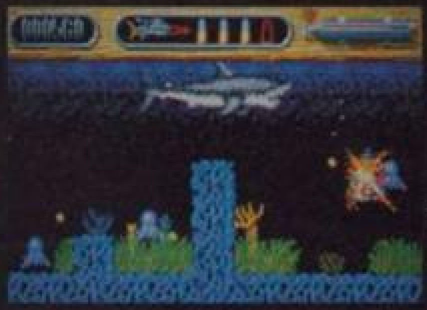




Marauder. Soldier of Fortune. Hit man. His business was death – other people's of course – and his currency was gold . . . If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem – at a price. . . . No island fortress was secure. No Embassy was safe. If the gold was right – the job got done. . . . Where he came from, no-one dared ask, but STEIGAR was bound for Hell . . .

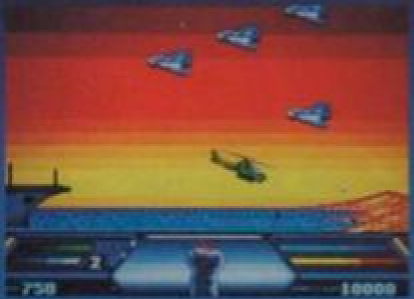
Then came capture. The interrogation . . . *"Too useful to eradicate"* the CIA said. Drafted into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command know that STEIGAR is no ordinary recruit.

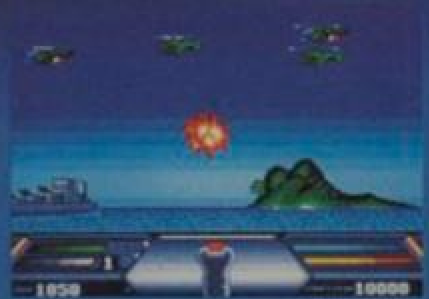
It may be a terrorist training camp that needs wiping out. It may be a military dictator de-stabilising the area who needs attention. When the odds seem impossible, STEIGAR is let loose, dealing death and destruction to the chosen enemy.

STEIGAR used to work for gold, now he works for orders – the job's the same.

STEIGAR is the kind of arcade quality, multi-level, multi-weapon death or glory blast'em up that wrecks joysticks. Dangerous big screen action for the mercenary in you!

***NEW FROM SCREEN 7***





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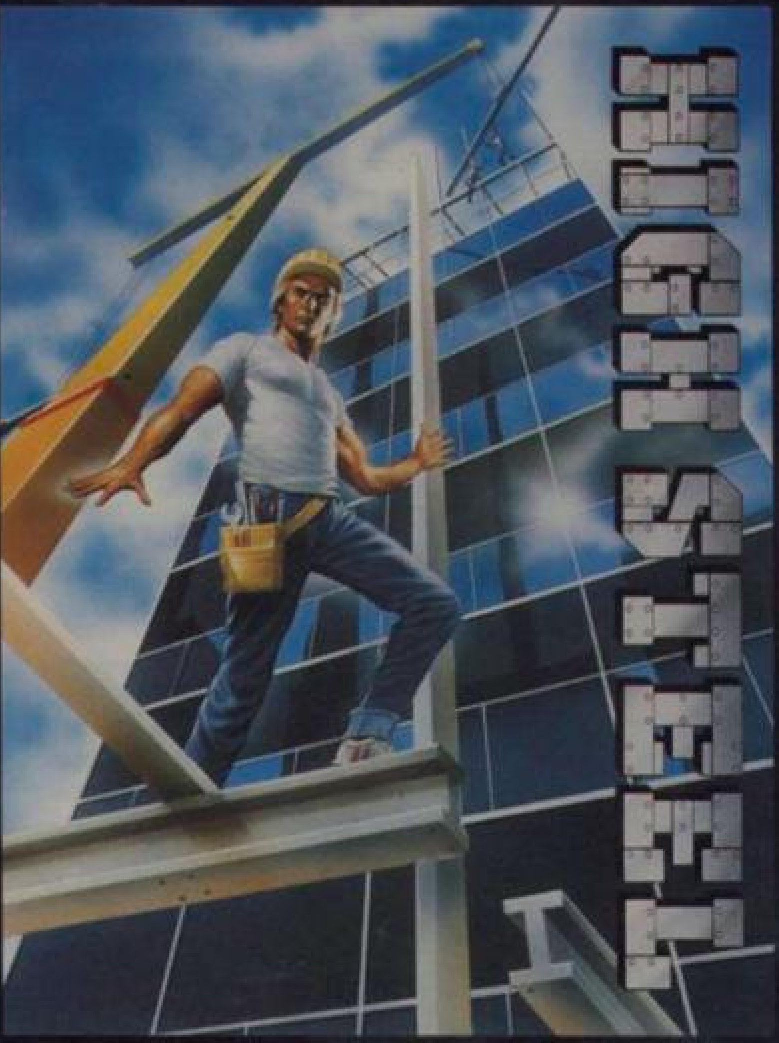
# for the small screen



This is no time to feel dizzy. As you balance precariously on a narrow steel girder, hundreds of feet above the hard concrete below, a head for heights is a must. There's a skyscraper to be built, and the Spitters, Crawlers and metal-munching Gremlins are in hot pursuit. You step over the slippery remains of your workmates' lunch, hurl your spanner at a menacing shadow, and curse the day you became a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so bad if you could just find your sandwiches.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end up splatting the pavement like raspberry jam?

Almost unheard of! A completely original arcade game that will keep you hooked to your computer for hour upon hour of frantic high altitude addictive fun.

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

*NEW FROM SCREEN 7*

SCORE
BONUS

SCORE
BONUS

SCREEN 7

| Format | JAWS | | STEIGAR | | HIGH STEEL | |
|---|---|---|---|---|---|---|
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| Commodore Amiga | — | £19·99 | — | £19·99 | — | £19·99 |
| PC (CGA/EGA) | — | £24·99 | — | £24·99 | — | — |
| Spectrum 48/128 | £9·99 | — | £9·99 | — | £9·99 | — |
| Spectrum +3 | — | £14·99 | — | £14·99 | — | £14·99 |
| Amstrad CPC | £9·99 | £14·99 | £9·99 | £14·99 | £9·99 | £14·99 |
| Commodore 64/128 | £9·99 | £14·99 | £9·99 | £14·99 | £9·99 | £14·99 |
| **Release dates** | JUNE<br>Except PC(CGA/EGA) to be announced | | JULY<br>Except Spec/Ams to be announced | | JULY<br>Except CBM 64/128 to be announced | |

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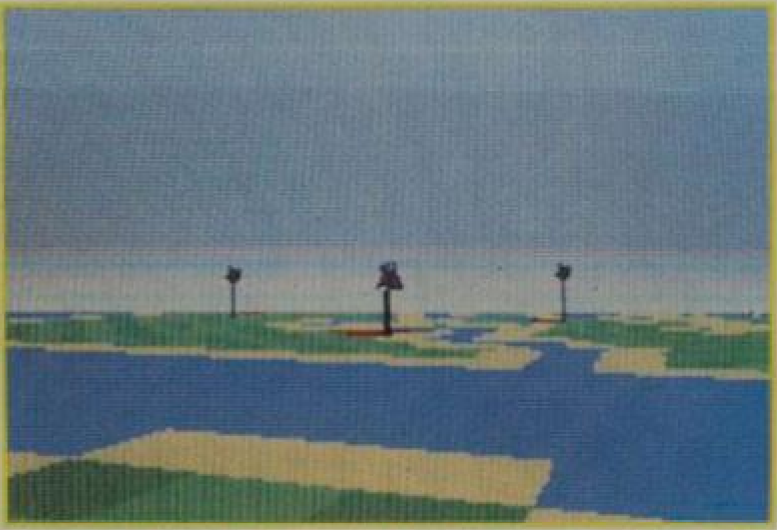
► ST AMIGA PC

# ARCHIPELAGOS

## BY LOGOTRON

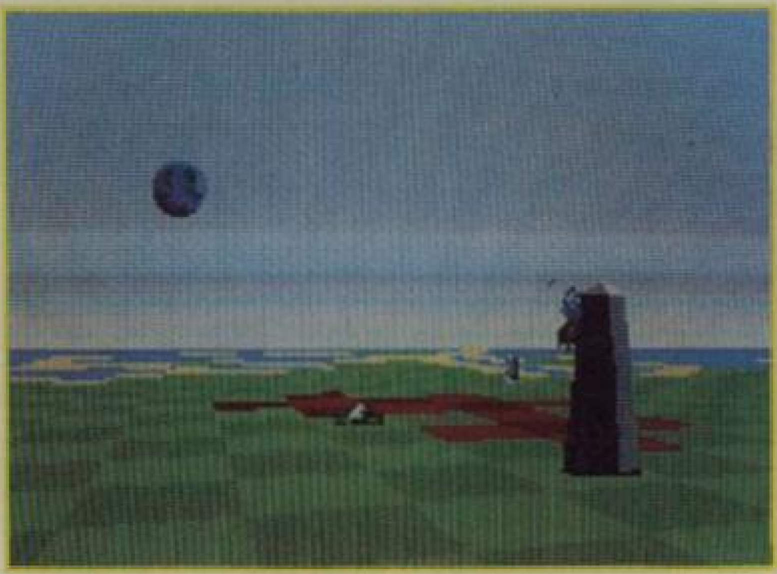


The sky is blue, the sea is calm, and you're floating one metre above the chequered, grassy surface of a tropical island. "Idyllic" isn't the word for it. "Dangerous" is.

Apart from yourself and some pretty strange species of plant, *Archipelagos* is a dead world, the original inhabitants having been eliminated by invading aliens many eons ago. The aliens have long since departed, but their weapons system is still active, and it's up to you to deactivate it.

Somewhere amongst the islands in each of the game's 9,999 archipelagos there are Obelisks holding the power which destroyed the Ancients. To eliminate the Obelisk, you first have to destroy its power sources — the boulders which are scattered throughout the archipelago.

Locating the rocks is a question of trekking over each scrolling 3D landscape by pointing and clicking on the square you want to move to. Once you've found a boulder, just click on its square and, providing the land it's on is directly connected to the land the Obelisk is on, it crumbles.



▲ *Like Sentinel only not as good.*

Although you're airborne, there are some restrictions on your movements. The major problem is that you're not allowed to move to red squares which are polluted with the blood of the Ancients and hence, deadly. Blood is shed by mobile trees which inexorably home in on you, hoping to poison the square you're on and kill you.

Fortunately, you have a limited supply of energy which can be used to disinfect squares, or create land bridges between islands, thus connecting boulders to the Obelisk.

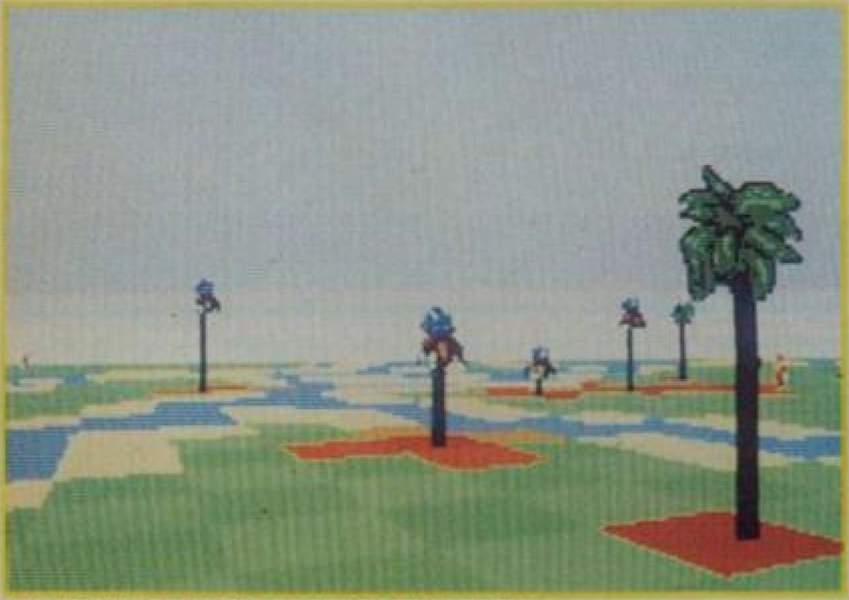
Once all the boulders are destroyed, you have 90 seconds to get over to the Obelisk and destroy it before it destroys you. Succeed and it's on to the next archipelago, which features more islands and where there are more rocks to destroy. The higher levels feature additional hazards, such as blood eggs, which explode and pollute large areas. There are also wandering monsters which either destroy land square by square or flit around islands, waiting to bump into you so they can suck out your soul.

Now, from what I've said already you must have guessed that *Archipelagos* is the sort of strategy adventure that Firebird made popular with *The Sentinel* a few years back.

However, *Archipelagos* seems to lack that something that made *The Sentinel* the totally compulsive gaming experience it was. Some of the more advanced archipelagos are pretty vast, so even with the inclusion of a planet in the sky to indicate which direction is north doesn't always save you from losing your bearings in what can often be indistinguishable landscapes.

Still, if you're prepared to persevere, *Archipelagos* becomes fun in a relaxing sort of way, and the eerie David Whittaker music helps in this respect. One of the better distractions for 16-bit thinkers.

**PAUL GLANCEY**



▲ *Solid objects looks particularly impressive.*

### UPDATE PC

***Again, any differences should be purely cosmetic, the most notable being a choice of two different island colour schemes.***

| AMIGA | £24.99 |
|---|---|
| *Almost exactly the same as the ST version, apart from a touch more colour, slightly better music and slightly slower gameplay.* | |
| **OVERALL** | **77%** |

| ST | £24.99 |
|---|---|
| **GRAPHICS** | **80%** |
| **SOUND** | **82%** |
| **PLAYABILITY** | **75%** |
| **VALUE** | **79%** |
| *A nicely polished game, with lovely graphics, atmospheric music and a very good instruction manual, but gameplay, which on occasion is a little tedious, lets the side down somewhat.* | |
| **OVERALL** | **77%** |

# HOSTAGES

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**ST ACTION** December 1988
*"I can find absolutely nothing to fault in HOSTAGES – it really is state-of-the-art software: it has excellent graphics and atmospheric sound, and the game itself is totally engrossing. Infogrames have taken a seemingly impossible theme, and have created a veritable masterpiece"*

**ATARI ST USER** January 1989 Star Game
*"The gameplay is totally addictive, graphics outstanding and sound effects thrilling. Definitely an exercise involving as much cerebral activity as joystick dexterity. My personal game of the month" (Jayne West)*

**ST AMIGA FORMAT** October 1988
*"HOSTAGES manages to effectively capture the edgy realism of an armed siege ... so if you're after convincing atmospheric tension and the chance to feel the sharp end of law enforcement you'll find HOSTAGES quite a liberating experience"*

**THE ONE** October 1988
*"...slick graphics and on-screen presentation ... HOSTAGES is a well-polished program. Gameplay, too, is involved and compelling ... should prove a satisfying challenge for quite some time"*

**ACE** December 1988
*"Fun to play and will have you on the edge of your seat..."*

**THE GAMES MACHINE** December 1988
*"The action in HOSTAGES really gets the adrenalin going. Graphics and sound are used effectively to create a gripping atmosphere"*

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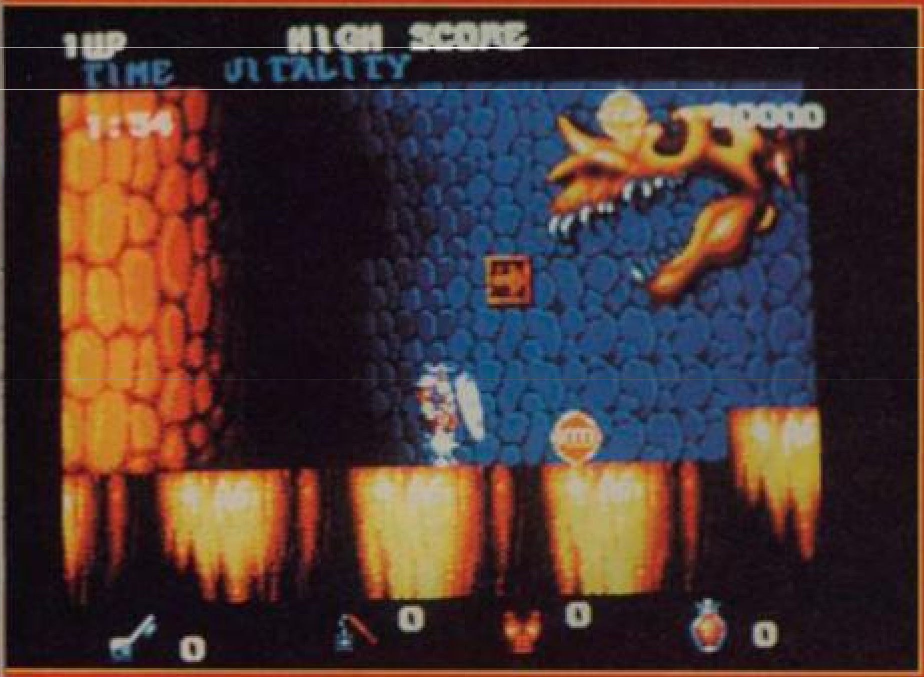
1UP
HIGH SCORE
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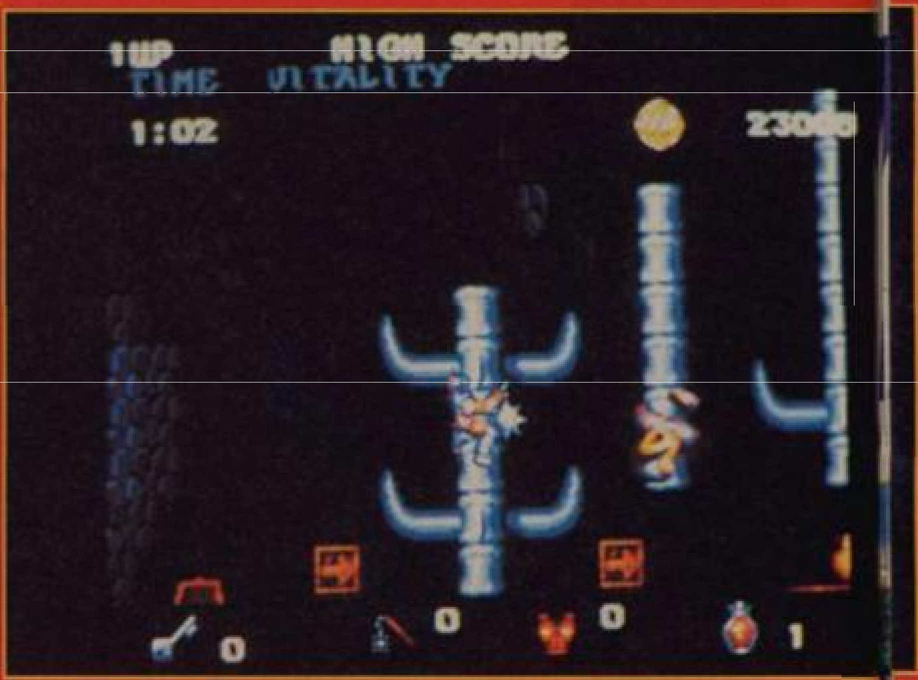
At the start of the mission, Black Tiger is kitted out with a bog-standard acme skull-mashing mace and lightweight body armour.


1UP
HIGH SCORE
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VITALITY
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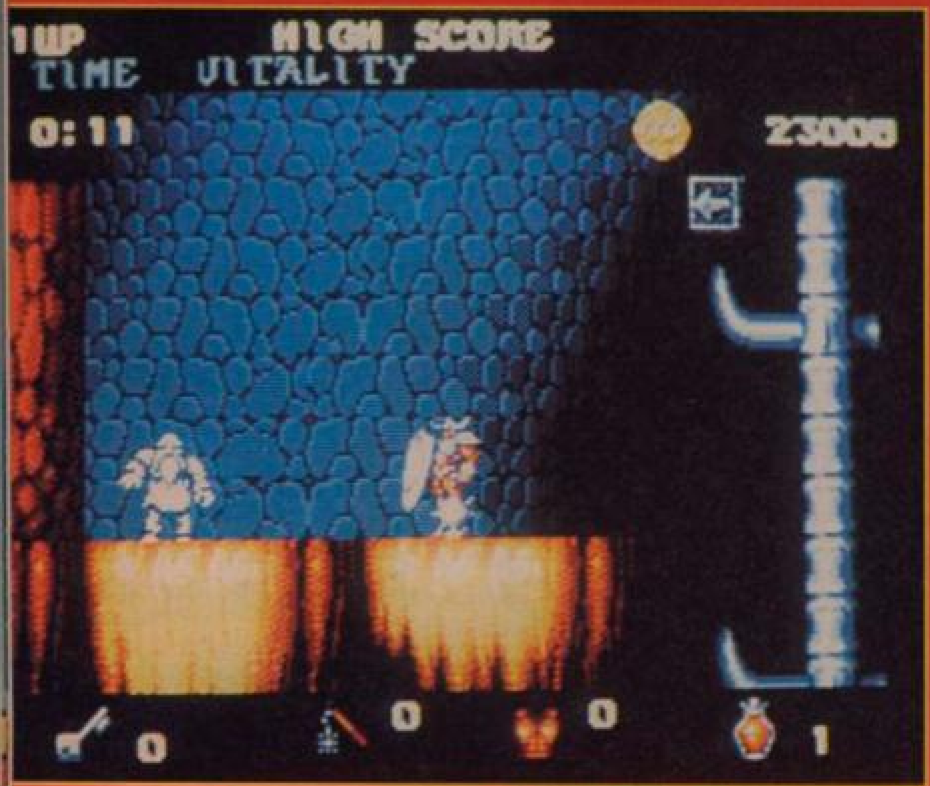
It doesn't take long before Black is forced to leap over bottomless pits by jumping from pillar to pillar. Take care here, as one slip spells doom.

# BLACK TIG

BY US GOLD


1UP
HIGH SCORE
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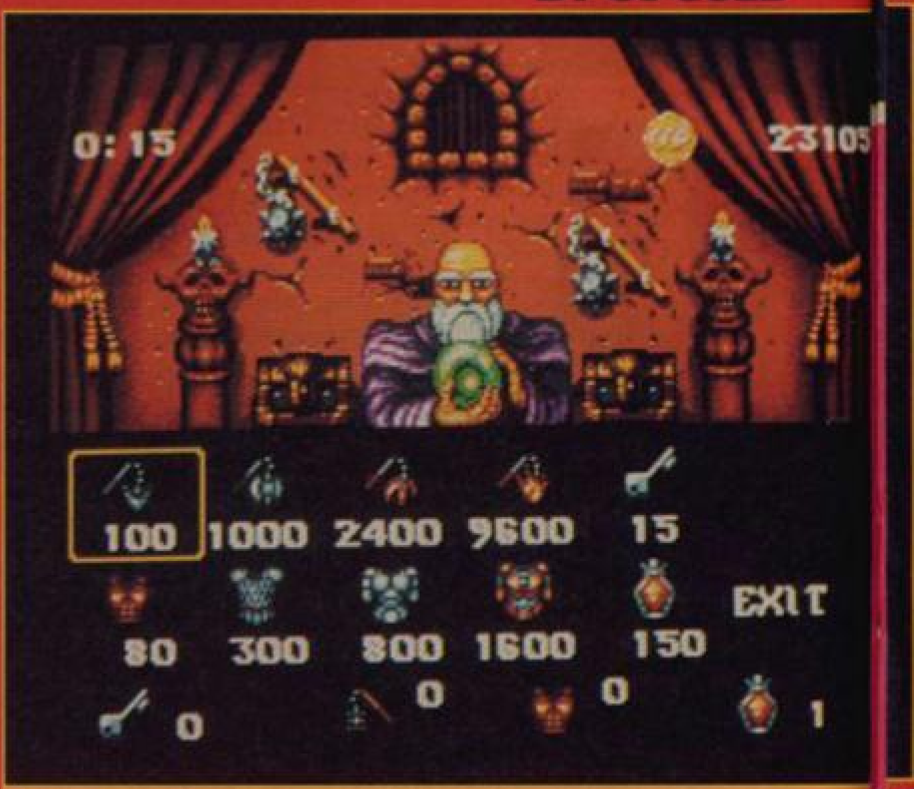
Aha! Black spies a wizard. One touch is enough to free him from his stony curse, and for his pains, the wizard awards the hero with some Zenny cash. . .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1600
150
EXIT
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1

Which can be used in the shops found around the landscape. There are plenty of goodies to buy — that firey mace is well worth saving up for.

# GER

Capcom's Black Tiger appeared in the arcades almost 18 months ago, and while it was never recognised as a "big" coin-op, it still managed to attract a small cult following.

US Gold secured the rights to convert the machine in their big £1.2 million ten-game Capcom deal that was signed nearly two years ago, but only now has the game seen the light of day.

If you haven't seen it in the arcades, Black Tiger is a Ghosts 'n' Goblins-type platform game in which the player takes the role of the eponymous hero.

The scene is set with an introduction screen which explains that a long time ago three giant dragons came from afar to plunge the world into an age of devastation and misery. Only one man is capable of destroying these evil creatures — and he is, you've guessed it, Black Tiger. So off he trogs to rescue the whole of civilization and be back in time to watch Neighbours. . .

What this basically involves is travelling across the multidirectionally scrolling landscape, taking swipes at the hordes of evil dragon minions which infest the play area with your trusty mace and beating seven shades out of the monsters that loom over the exits of each level.

Each level has to be completed within a time limit — failure to do so results in the loss of a life. Lives are similarly lost if Black Tiger repeatedly runs into a baddie and depletes his life-energy bar, or falls off a platform onto spikes (there's plenty of opportunity to do this, so look before you leap).

When enemy marauders, pots and treasure chests are mashed with your mace, they drop Zenny coins which are picked up when run over and automatically added to Black's cash total. These can be used in shops which are found littered around the landscape to buy extra goodies, which include three-way throwing knives, different levels of mace, up to the mean 'n' nifty firey mace which decimates everything it touches, various grades of armour and extra energy.

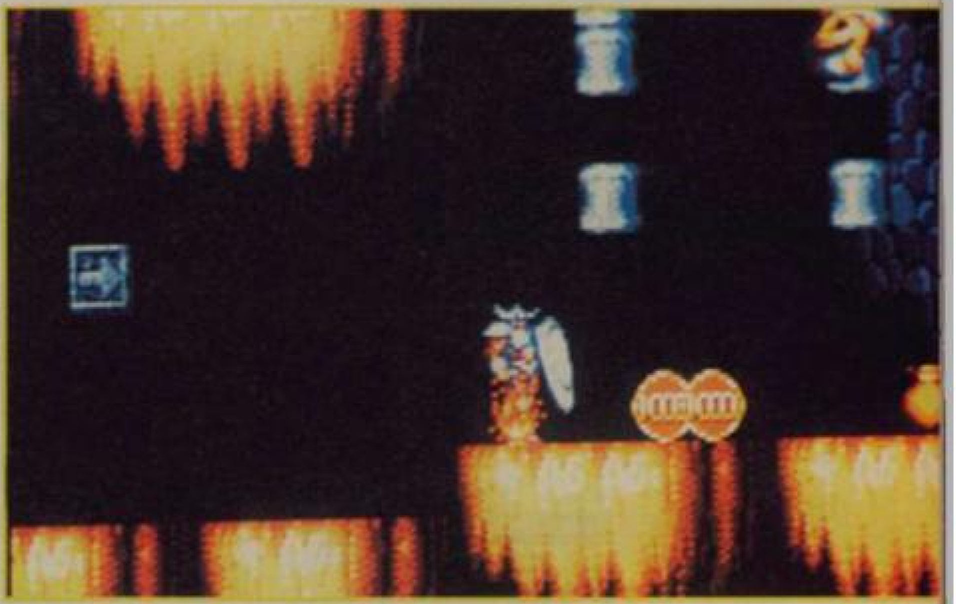
Wizards are also found at set locations around the map. These poor devils have been turned to stone by the dragons, but Black Tiger can break the spell simply by touching them — good eh? And for his pains, a rescued Wizard offers help in the form of information, extra time, money or even weapons! So it's well worth scouting around for them.

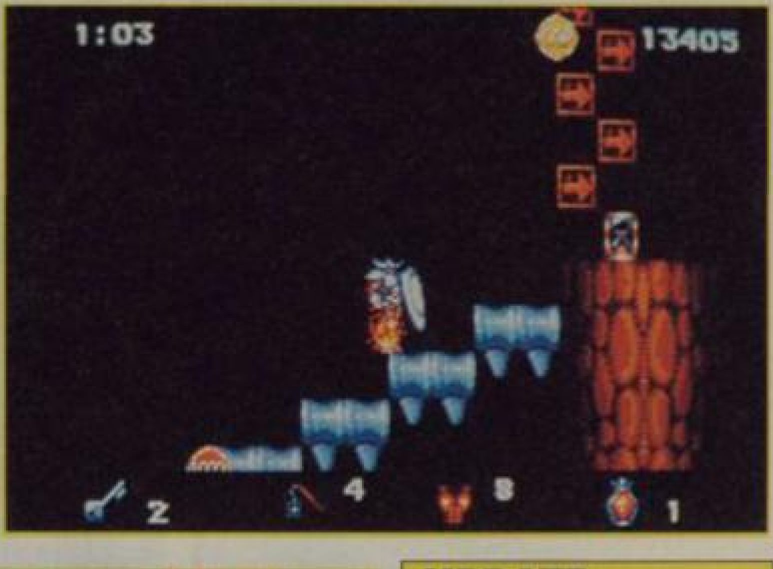
I've played Black Tiger quite a few times in the arcades, and enjoyed the experience. The ST version is great, and has very faithful arcade "feel". The gameplay is tough and challenging, but addictive with it. A little cartography (that's map-making to you, matey) certainly doesn't go amiss, as some of the routes are pretty convoluted, and the Wizards are tucked away in the furthest corners of each level.

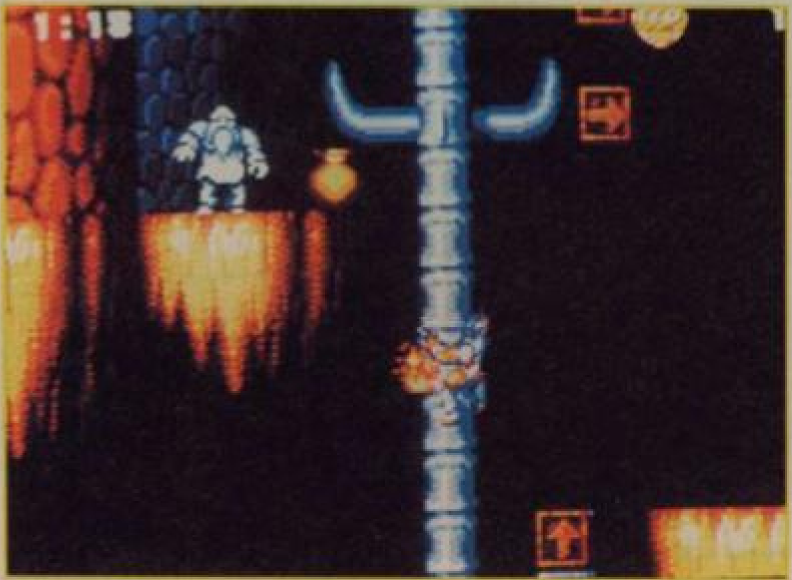
The graphics are almost identical to the coin-op, with dark, atmospheric smooth scrolling backdrops and nicely detailed sprites. My favourites are the explosions and fires, which are particularly well animated.

Black Tiger is released on all formats in September — so you've got plenty of time to save your pennies for this brilliant arcade conversion.

**JULIAN RIGNALL**







C+VG HIT!

## UPDATE

***The Amiga version will be graphically similar to the ST version, but has slightly smoother scrolling, better sound and higher sprite definition.***

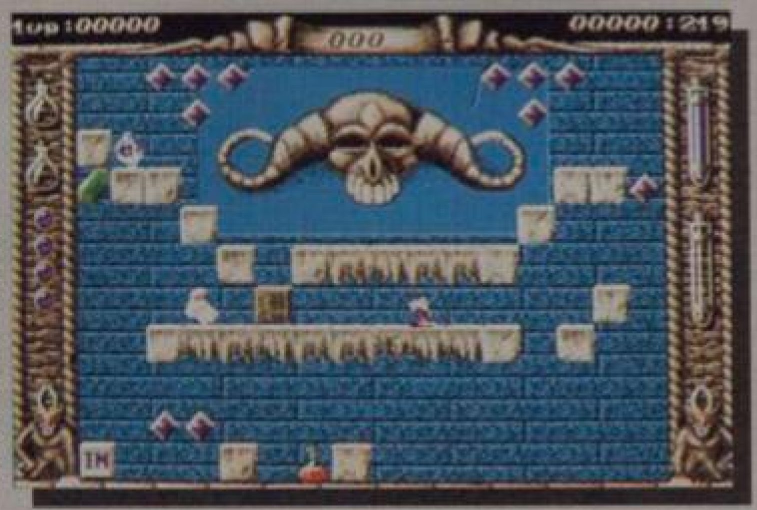
***Spectrum, Amstrad and Commodore versions will, we're promised, have all the playability of the 16 bit games, but have the usual graphical restrictions — you should know the score by now.***

| ST | £19.99 |
|---|---|
| GRAPHICS | 88% |
| SOUND | 79% |
| VALUE | 80% |
| PLAYABILITY | 87% |

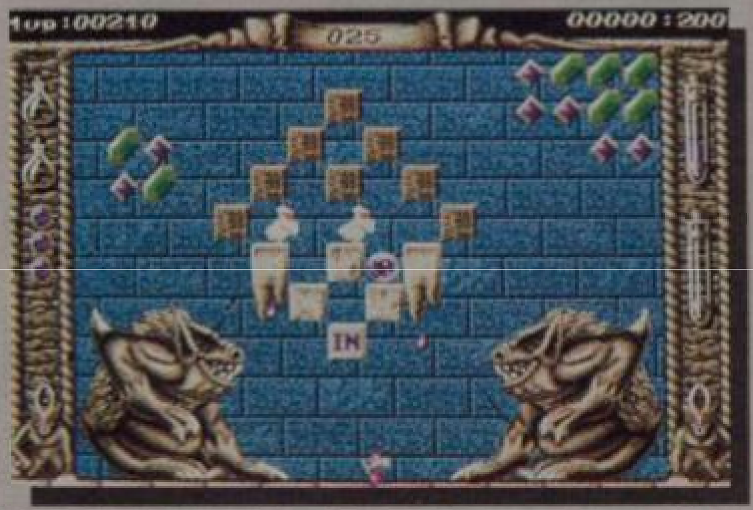
***An excellent conversion of the cult arcade machine which has a brilliant mix of platform and shooting action. One for the collection.***

| OVERALL | 86% |
|---|---|

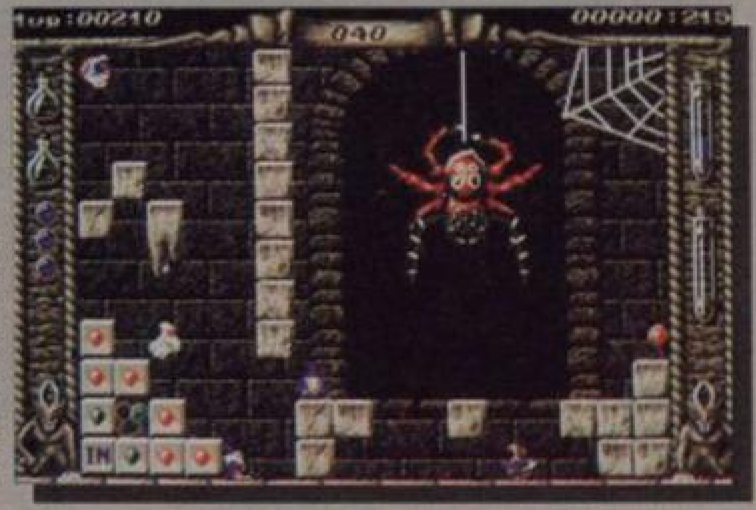
# Spherical



Screenshot ATARI ST



Screenshot ATARI ST



Screenshot ATARI ST

## SPHERICAL

Magic and Logic, Skill and Intelligence. SPHERICAL is a game of contrasts. Keen perception and instinct are required whenever the magician overcomes the law of gravity with his magical powers.

Breath-taking graphics, more than 200 different levels, 2 player team mode, dozens of hidden secrets and 10 giant sized animated super monsters. SPHERICAL shows what your computer can do.

The editor of POWER PLAY awarded Spherical 84 points and classification "Highly Recommended".

Rainbow Arts

Available for CBM 64, Amiga, Atari ST and PC compatibles.

| | | |
|---|---|---|
| CBM 64 | Cassette | £9.99 |
| | Disk | £12.99 |
| Amiga | | £19.99 |
| Atari ST | | £19.99 |
| PC | | £19.99 |

Rainbow Arts, 65 Sketty Close, Brackmills Business Park, Northampton NN4 0PL

## AMIGA TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Falcon | Mirrorsoft | 93% |
| 2 | (-) | Populous | EA | 94% |
| 3 | (-) | R-Type | Activision | 83% |
| 4 | (3) | Super Hang-On | Activision | 91% |
| 5 | (19) | Kristal | Prism | 79% |
| 6 | (5) | RAC Rally | Database | 83% |
| 7 | (2) | TV Sports Football | Mirrorsoft | 93% |
| 8 | (13) | War in Middle Earth | Melbourne Hs | 86% |
| 9 | (8) | Gauntlet II | US Gold | 90% |
| 10 | (4) | Sword of Sodan | Gainstar | 85% |
| 11 | (9) | Operation Wolf | Ocean | 91% |
| 12 | (6) | Denaris | US Gold | 85% |
| 13 | (-) | Pacland | Grandslam | 82% |
| 14 | (-) | Space Harrier | Elite | 82% |
| 15 | (10) | Elite | Firebird | 82% |
| 16 | (-) | Steve Davis Snooker | CDS | 72% |
| 17 | (-) | Precious Metal | Ocean | 81% |
| 18 | (17) | Galdregon's Domain | Pandora | 80% |
| 19 | (-) | Run the Gauntlet | Ocean | 82% |
| 20 | (-) | Crazy Cars II | Titus | 71% |

Falcon is still roosting on its lofty perch, but *Populous* blisters into the number two slot and looks destined for numero uno. *R-Type* is also sitting pretty (released at long last) — it'll certainly give *Populous* a run for its money. Potential high climbers are *Run the Gauntlet, Pacland* and *Space Harrier II* — watch out for them next month.

### JULIAN'S TIPS

*BLOOD MONEY:* Great two-player blasting destined for the big time.
*LORDS OF THE RISING SUN:* Cinemaware's classic oriental game should nip into the top 20.
*FORGOTTEN WORLDS:* Surely the best Amiga blaster to date. Watch it hit the top.
*VOYAGER:* This filled-3D tank game should rumble up the charts.

### OUTSIDE BET

*BIO CHALLENGE:* Weird and wonderful — could be a hit! Certainly deserves to be.

*Populous* takes the number one position by divine right, while *F-16 Combat Pilot* leapfrogs *Falcon* to become the top gun flight simulation. Further down there are plenty of new entries, the most promising climbers being the brilliant *Kick Off, Run the Gauntlet* and *Vindicators* — watch them hack up the charts in the next four weeks.

### JULIAN'S TIPS

*BLOOD MONEY:* This excellent shooter will blast into the top 20.
*FORGOTTEN WORLDS:* This'll go up the charts faster than . . . well, something very fast indeed.
*VOYAGER:* Watch this tank up to the top.
*TIME SCANNER:* Activision's arcade pinball game should roll up the charts.

### OUTSIDE BET

*BIO CHALLENGE:* This Palace import should make an impact on the charts.

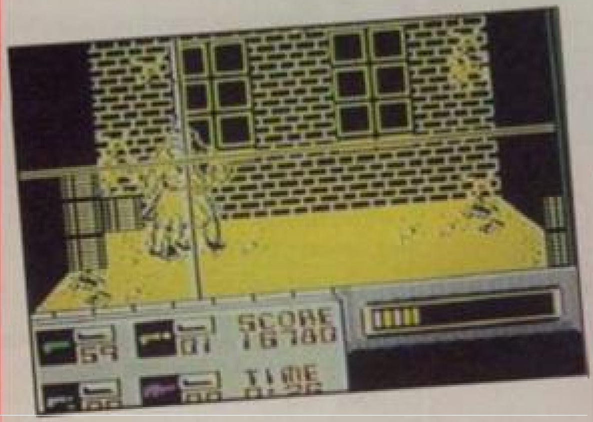
## ATARI ST TOP 20

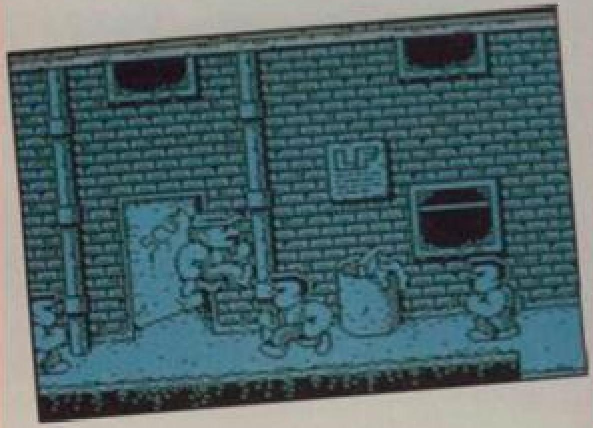
| | | | | |
|---|---|---|---|---|
| 1 | (-) | Populous | EA | 94% |
| 2 | (4) | F-16 Combat Pilot | Digital Integ'n | 79% |
| 3 | (11) | War in Middle Earth | Melbourne Hs | 86% |
| 4 | (1) | Falcon | Mirrorsoft | 93% |
| 5 | (9) | RAC Rally | Database | 83% |
| 6 | (2) | Barbarian II | Palace | 96% |
| 7 | (3) | FOFT | Gremlin | 44% |
| 8 | (16) | Crazy Cars II | Titus | 59% |
| 9 | (6) | Galdregon's Domain | Pandora | 80% |
| 10 | (-) | Steve Davis Snooker | CDS | 72% |
| 11 | (17) | Pacland | Grandslam | 76% |
| 12 | (-) | Kick off | Anco | 84% |
| 13 | (13) | Operation Wolf | Ocean | 91% |
| 14 | (-) | Run the Gauntlet | Ocean | 82% |
| 15 | (-) | Precious Metal | Ocean | 81% |
| 16 | (12) | Zak Mckraken | US Gold | 81% |
| 17 | (5) | Ballistix | Psyclapse | 66% |
| 18 | (-) | Kenny Dalglish S'c'r | Cognito | 72% |
| 19 | (-) | Vindicators | Domark | 87% |
| 20 | (7) | Double Dragon | Melbourne Hs | 54% |

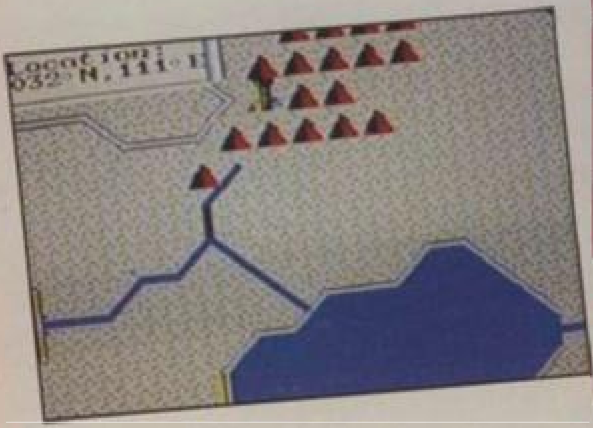
### HOW THE CHARTS ARE CREATED

**Every month Gallup contacts, on behalf of C&VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. Hope you agree.**

# ALL FORMA







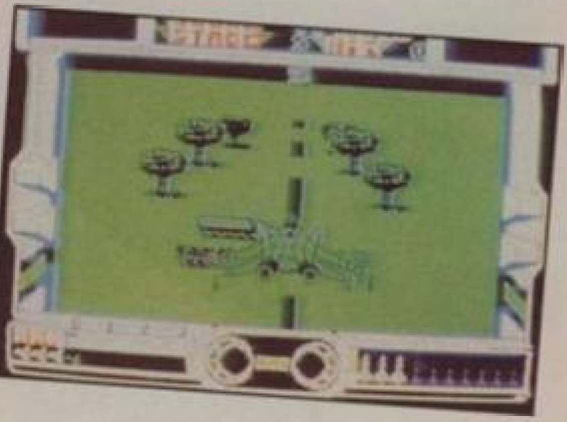
| | | | COMPA |
|---|---|---|---|
| 1 | (1) | ROBOCOP | OCEAN |
| 2 | (2) | TREASURE ISLAND DIZZY | CODE M |
| 3 | (16) | TURBO ESPIRIT | ENCOR |
| 4 | (3) | DRAGON NINJA | OCEAN |
| 5 | (4) | OPERATION WOLF | OCEAN |
| 6 | (7) | JOE BLADE II | PLAYER |
| 7 | (14) | GHOSTBUSTERS | MASTE |
| 8 | (-) | TWIN TURBO V8 | CODE M |
| 9 | (6) | EMLYN HUGHES SOCCER | AUDIO |
| 10 | (12) | WAR IN MIDDLE EARTH | MELBO |
| 11 | (5) | WEC LE MANS | IMAGI |
| 12 | (-) | RUN THE GAUNTLET | OCEAN |
| 13 | (-) | SHANGHAI WARRIORS | PLAYER |
| 14 | (-) | SPY HUNTER | KIXX |
| 15 | (13) | SUPER CYCLE | KIXX |
| 16 | (8) | IN CROWD | OCEAN |
| 17 | (10) | SAS COMBAT | CODE M |
| 18 | (-) | FUN SCHOOL II | DATAB |
| 19 | (-) | FOOTBALL MANAGER II | ADDICT |
| 20 | (9) | AFTERBURNER | ACTIVI |

Ocean once again features heavily in the top five, with three of their Christmas biggies still firmly entrenched. Which games will remove them? Well, *Twin Turbo V8* has blistered straight into the number eight position, *Ghostbusters* is stonking its way up the charts, *Run the Gauntlet* is looking

# ATS TOP 20

| OMPANY | | | | | |
|---|---|---|---|---|---|
| CEAN | ● | ● | ● | — | — |
| ODE MASTERS | ● | ● | ● | — | — |
| NCORE | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | ● | ● |
| LAYERS | ● | ● | ● | — | — |
| ASTERTRONIC | ● | ● | ● | — | — |
| ODE MASTERS | ● | ● | ● | — | — |
| UDIOGENIC | ● | ● | — | — | — |
| ELBOURNE HS | ● | ● | ● | ● | ● |
| MAGINE | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | ● | ● |
| LAYERS | ● | ● | ● | ● | ● |
| IXX | ● | ● | ● | — | — |
| IXX | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | — | — |
| ODE MASTERS | ● | ● | ● | — | — |
| ATABASE | ● | ● | ● | — | — |
| DDICTIVE | ● | ● | ● | ● | ● |
| CTIVISION | ● | ● | ● | ● | ● |

FOOTBALL MANAGER 2



good, and that perennial classic, *Spy Hunter,* has sneaked into the number 14 slot. And, of course, there are a lot of strong releases coming out in the next four weeks. One thing's for sure — there's going to be some serious chart battles over the summer.

## C64 TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Robocop | Ocean | 81% |
| 2 | (3) | Emlyn Hughes' Soccer | Audiogenic | 94% |
| 3 | (2) | Dragon Ninja | Ocean | 83% |
| 4 | (-) | Turbo Esprit | Encore | 46% |
| 5 | (-) | League Challenge | Atlantis | 78% |
| 6 | (8) | Super Cycle | Kixx | 87% |
| 7 | (5) | World Games | Kixx | 97% |
| 8 | (4) | In Crowd | Ocean | 94% |
| 9 | (13) | Werewolf | Mastertronic | 78% |
| 10 | (-) | ADV Pinball Sim | Code Masters | 55% |
| 11 | (-) | Ace II | Cascade | 79% |
| 12 | (-) | The Double | Alternative | 44% |
| 13 | (6) | Wec Le Mans | Imagine | 41% |
| 14 | (-) | Football Manager II | Addictive | 80% |
| 15 | (-) | Joe Blade II | Players | 81% |
| 16 | (-) | Gun Boat | Alternative | 64% |
| 17 | (10) | Operation Wolf | Ocean | 92% |
| 18 | (-) | Ghostbusters | Mastertronic | 85% |
| 19 | (-) | Shanghai Warriors | Players | 61% |
| 20 | (9) | Afterburner | Activision | 68% |

Bor-ring! The top three games are exactly the same as last month, with only *Emlyn Hughes* and *Dragon Ninja* exchanging positions. Beneath them it's budget city, with only the In-Crowd compilation breaking up a run of eight cheapies! Coo! The Christmas smashes are sinking swiftly, leaving the charts wide open for the new entries to climb next month.

### JULIAN'S TIPS

*FORGOTTEN WORLDS:* A brilliant blaster destined for the top slot. Check out last months' review..
*VIGILANTE:* Loads of fightin' and fumpin' — a sure-fire winner.
*TETRIS:* A superior budget re-release. Watch it climb and climb.
*RUN THE GAUNTLET:* This addictive sports game is bound to chart.

### OUTSIDE BET

*STORMLORD:* Platforms and blasting — a very chartworthy combination.

## SPECTRUM TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Treasure Island Dizzy | Code Master | 75% |
| 2 | (2) | Robocop | Ocean | 95% |
| 3 | (-) | Cup Football | D&H Games | 81% |
| 4 | (-) | Turbo Esprit | Encore | 89% |
| 5 | (3) | Emlyn Hughes' Soccer | Audiogenic | 93% |
| 6 | (-) | Soccer Star | D&H Games | 84% |
| 7 | (8) | Street Gang | Players | 78% |
| 8 | (-) | Renegade III | Ocean | 84% |
| 9 | (-) | Shanghai Warriors | Players | 79% |
| 10 | (10) | Joe Blade II | Players | 80% |
| 11 | (6) | Operation Wolf | Ocean | 91% |
| 12 | (-) | Ghostbusters | Mastertronic | 61% |
| 13 | (20) | In Crowd | Ocean | 94% |
| 14 | (7) | Dragon Ninja | Ocean | 81% |
| 15 | (-) | Twin Turbo V8 | Code Masters | 68% |
| 16 | (12) | Knightmare | Mastertronic | 69% |
| 17 | (17) | Double Dragon | Melbourne Hs | 56% |
| 18 | (4) | SAS Combat | Code Masters | 79% |
| 19 | (5) | Wec Le Mans | Imagine | 83% |
| 20 | (-) | BMX Sim II | Code Masters | 80% |

Generally, a nice healthy chart with loads of new entries. *Treasure Island Dizzy* still dominates at the top slot, and *Robocop* once again has to be satisfied with second place. Football games are well to the fore, with no less than three soccer games in the top ten! *Renegade III* storms into the charts as predicted last month, while the Christmas biggies have at last started to slip slowly down.

### JULIAN'S TIPS

*VIGILANTE:* US Gold's beat 'em up will fight its way up the charts.
*GAMES: SUMMER EDITION:* The sheer strength of the games series is bound to hurl this into the top 20.
*FORGOTTEN WORLDS:* A great conversion that'll blast into the charts.
*RUN THE GAUNTLET:* A veritable chart stormer if I ever saw one.

### OUTSIDE BET

*STORMLORD:* It'll stonk up the charts.

### C+VG STAFF CURRENT GAME OBSESSIONS

GRAHAM TAYLOR: GHOULS 'N' GHOSTS, R-TYPE, SUPER MARIO BROS II
JULIAN RIGNALL: SUPER MARIO BROS II, WINNING RUN (ARCADES), TWIN HELI, GAME BOY.
PAUL GLANCEY: SUPER MARIO BROS II, TWN HELI, GAME BOY.

C+VG HIT!

From the people who brought you Test Drive™

# Join The Autobahn Society

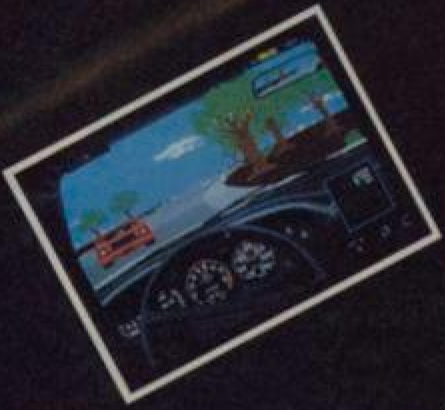
**The Ferrari F40.® The Porsche 959.®**

The rarest birds on the German Autobahn. You could live a lifetime and never see one—let alone drive one.

Or you could race them, right now, on your personal computer.

**The Duel: Test Drive II™** puts you behind the wheel of the world's fastest production cars—the Ferrari F40 and the Porsche 959—rocketing down roadways that are as eye catching and dangerous as the cars themselves.

**Test Drive™** defined speed, power and performance against the clock. Now, **The Duel: Test Drive II** sets a new standard in racing. Head-to-head racing at 200 mph down desert straightaways, through lush forests or up winding mountain roads.



Real roads—where loose gravel, oil slicks, strewn rocks and head-on traffic are as intent on beating you as the competition and the cops. There are even optional car and scenery disks available.

**The Duel: Test Drive II.** Accolade's new top-speed shootout.

Available on:
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Coming soon on CBM 64 cassette, Amstrad and Spectrum
California Challenge:
IBM PC, Amiga, CBM 64 Coming soon on Amstrad and Spectrum
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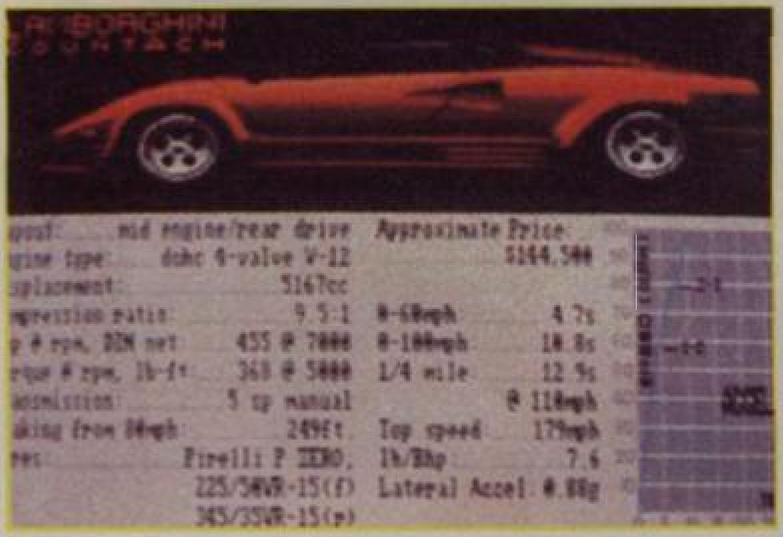
# TEST DRI

BY ACCOLADE



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yout:      mid engine/rear drive  Approximate Price:
gine type:    dohc 4-valve V-12             $144,500
splacement:              5167cc
mpression ratio:          9.5:1  0-60mph          4.7s
p @ rpm, DIN net     455 @ 7000  0-100mph        10.8s
rque @ rpm, lb-ft:   369 @ 5000  1/4 mile        12.9s
ansmission:         5 sp manual             @ 110mph
aking from 80mph:        249ft.  Top speed      179mph
res:            Pirelli P ZERO,  lb/Bhp            7.6
                225/50VR-15(f)  Lateral Accel  0.88g
                345/35VR-15(r)
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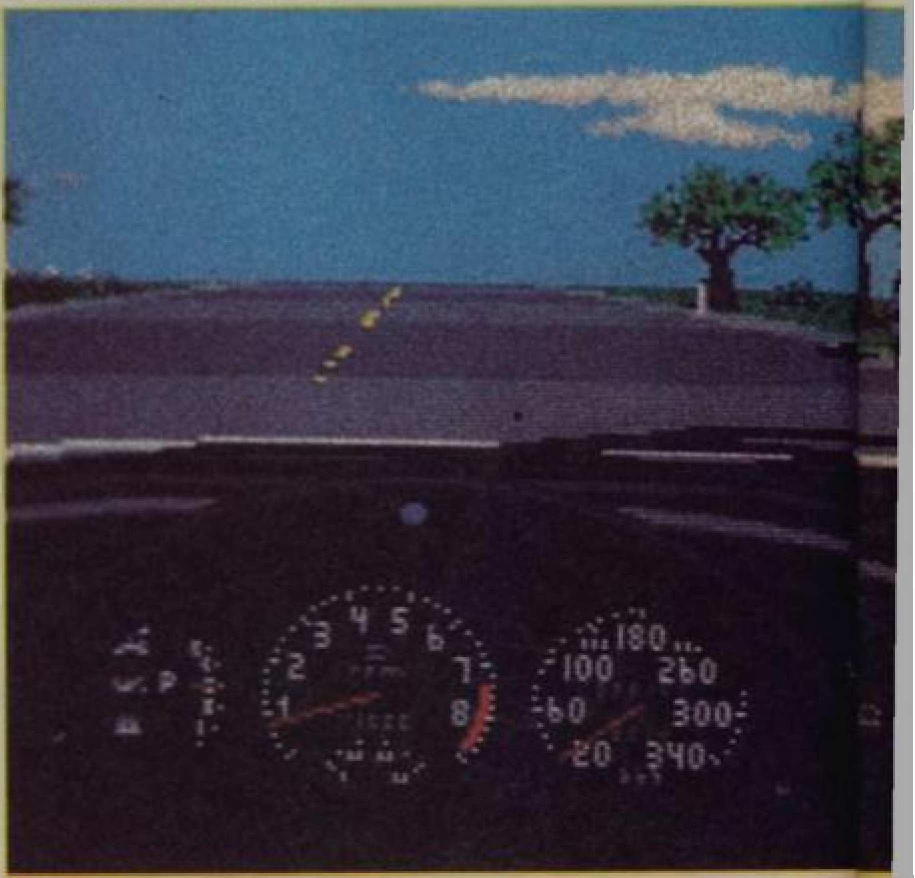


Remember *Test Drive*? It's the sports car racing game with fabulous graphics, a great front-end, and no gameplay.

*The Duel* retains the brilliant front-end graphics of *Test Drive*, but adds an extra bucketful of gameplay which puts it way out ahead of its predecessor.

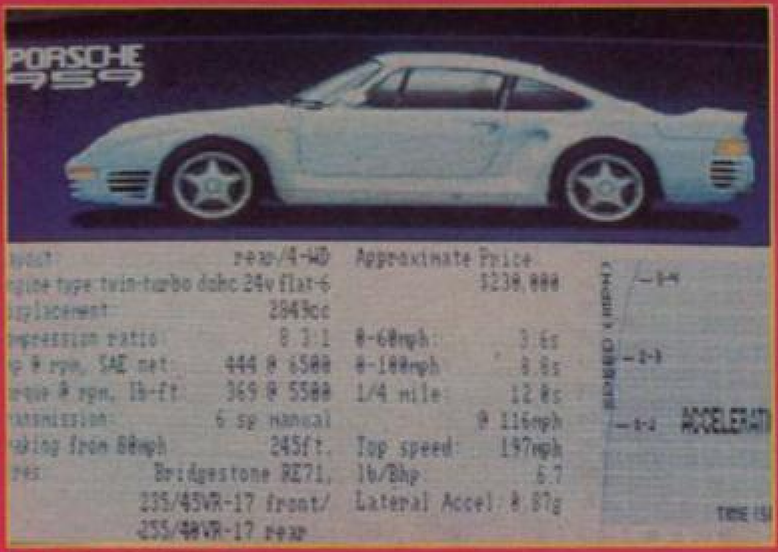
So, pull on your driving gloves and choose your marque; the sleek Ferrari F40, or the powerful Porsche 959.

Decide to race against the clock, or another car. Set your skill level, which decides whether you use automatic or manual gear shift, and how fast the opposing car, cop cars and innocent bystanders move.

The screen display is similar to that of *Test Drive* — an accurate depiction of your car's control panel, showing radar detector, speedo and rev counter. There's an option to display of the gear shift lever at the right; and a rearview mirror above it. In front of you is the open road, ready to be torn up.

Pushing the joystick forward accelerates and you use the fire button to shift gear. Watch the landscape fall away behind you as the miles pile on the clock — and just as you begin to relax and enjoy yourself, the trouble starts.

If you're racing another car, the first thing to happen is the sucker appearing in your rear-view mirror, zooming past you and leaving you eating dust. Shift up to sixth gear and take him on, weaving from side to side as you look for an opportunity to overake. Remember that Americans drive on the right-hand side of the road, and



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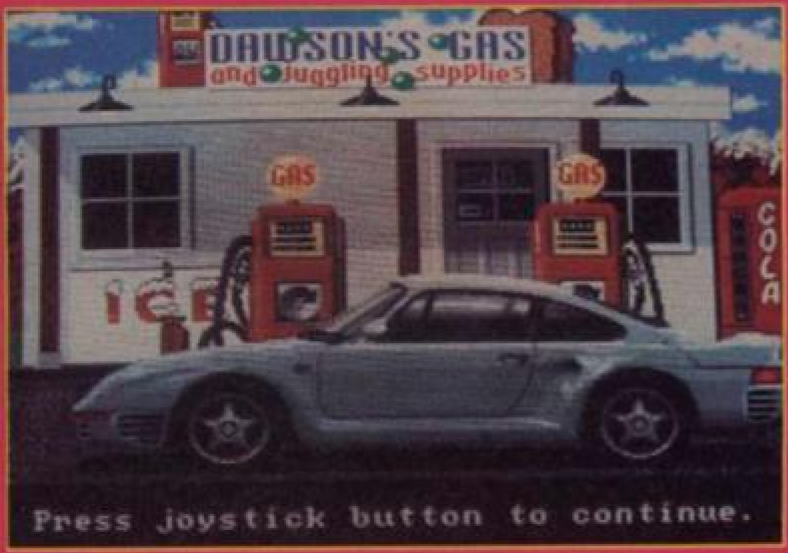
yout:                rear/4-WD  Approximate Price:
gine type twin-turbo dohc 24v flat-6       $230,000
splacement:              2849cc
mpression ratio:          8.3:1  0-60mph:          3.6s
p @ rpm, SAE net     444 @ 6500  0-100mph          8.8s
rque @ rpm, lb-ft    369 @ 5500  1/4 mile:        12.0s
ansmission:         6 sp manual               @ 116mph
aking from 80mph         245ft.  Top speed:     197mph
res:         Bridgestone RE71,   lb/Bhp            6.7
           235/45VR-17 front/   Lateral Accel: 0.87g
           255/40VR-17 rear
```

**PORSCHE 959**

**Can you handle $200,000 worth of automative engineering! With an acceleration of 0-60 in 3.6 seconds, you should be able to overtake the Ferrari — that's if you can catch up with him in the first place.**

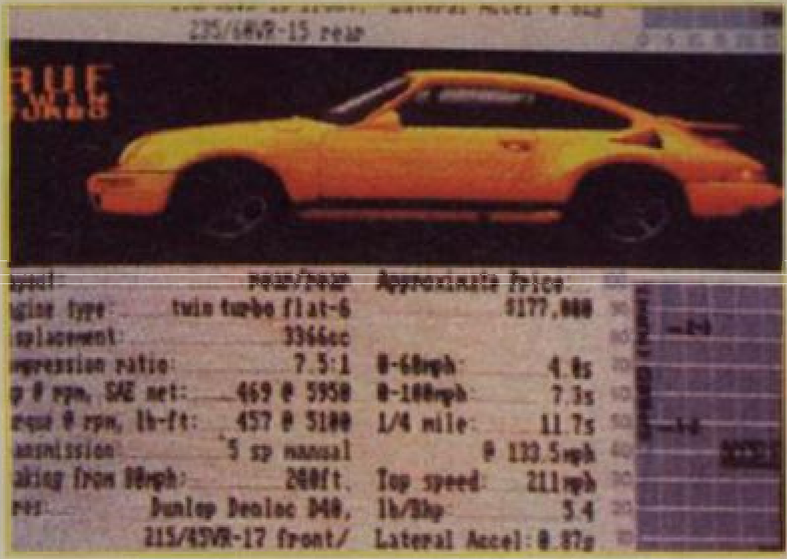


Press joystick button to continue.

**FERRARI F40**

**With the top speed of 201 MPH, you should be able to outrun the Porsche on the strights. Trouble is, the further you get into the course, the more difficult it gets to find any straights.**

# IVE II



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                235/60VR-15 rear
yout:                rear/rear   Approximate Price:
gine type:    twin turbo flat-6            $177,000
splacement:              3366cc
mpression ratio:          7.5:1  0-60mph:      4.0s
p @ rpm, SAE net:    469 @ 5950  0-100mph:     7.3s
rque @ rpm, lb-ft:   457 @ 5100  1/4 mile:    11.7s
ansmission:         5 sp manual           @ 133.5mph
aking from 80mph:        280ft.  Top speed:  211mph
res:          Dunlop Denloc D40,  lb/Bhp:       3.4
             215/45VR-17 front/  Lateral Accel: 0.87g
```

that colliding with an oncoming truck does more than scratch your expensive paint-job . . .

Crash or collect a speeding ticket, and you lose one of your five lives. Hit the back of a cop car, and you're OUT — it's possible to outrun them, but you have to be good. Run out of fuel, and it's all over — make sure you pull in at gas stations when the signs appear at the side of the road. Here you'll get some precious juice, and a summary of your performance so far. It's not difficult to put your name on the high-score table on the easy levels, but if all you get in insults from the computer ("Maybe you should take some driving lessons? . . ."), you need to improve you performance.

Now, despite the twelve skill levels, huge amount of detailed scenery and sundry dangers such as plunging cliffs, hair-pin bends and narrow tunnels, you might get tired of *The Duel*. However, salvation is at hand in the form of an optional Scenery Disk (£11.95) which lets you load landscapes stretching all the way from California to Mexico. There's also a Cars Disk (also £11.95) giving you the opportunity to race a Lotus, Ferrari, Lamborghini, Corvette and others.

*The Duel: Test Drive II* can only really be recommended to two types of people — those who bought *Test Drive*, and those who didn't. Everyone.

**JOHN RENWICK**

## ST

***An ST version is planned, and apart from slight graphic and sound differences, will be very similar to the Amiga version. No news on 8 bit at the moment — we'll keep you posted.***

## PC £19.95

***The PC version is available now and has all the major game features, with the inevitable comprises on sound and four-colour graphics.***

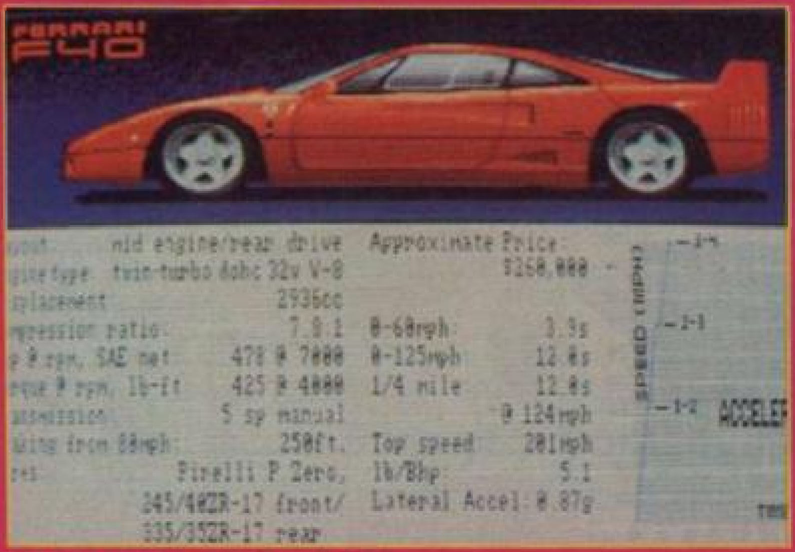
***OVERALL 85%***

## AMIGA £19.95

| | |
|---|---|
| **GRAPHICS** | **90%** |
| **SOUND** | **89%** |
| **VALUE** | **90%** |
| **PLAYABILITY** | **92%** |

***This is the one you've been waiting for; all the pretty colours and flash of Test Drive, with a real game added to it. Whether you're a sports car fantastic or not this is the racing game to catch.***

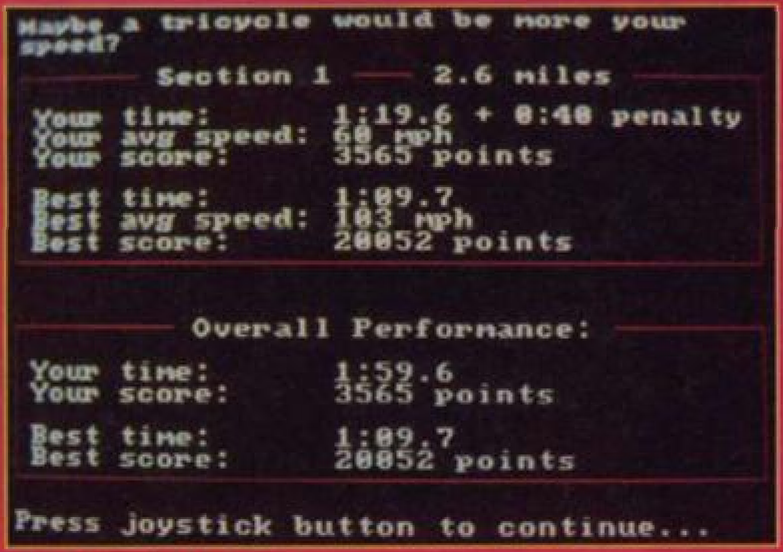
**OVERALL 90%**



```
out:     mid engine/rear drive  Approximate Price:
gine type  twin-turbo dohc 32v V-8            $250,000
splacement                2936cc
mpression ratio:           7.8:1  0-60mph:        3.5s
p @ rpm, SAE net     478 @ 7000  0-125mph:      12.0s
rque @ rpm, lb-ft    425 @ 4000  1/4 mile       12.0s
ansmission          5 sp manual             @ 124mph
aking from 80mph:         250ft.  Top speed     201mph
res            Pirelli P Zero,  lb/Bhp:          5.1
             245/40ZR-17 front/  Lateral Accel: 0.87g
             335/35ZR-17 rear
```

### STOPPING FOR GAS

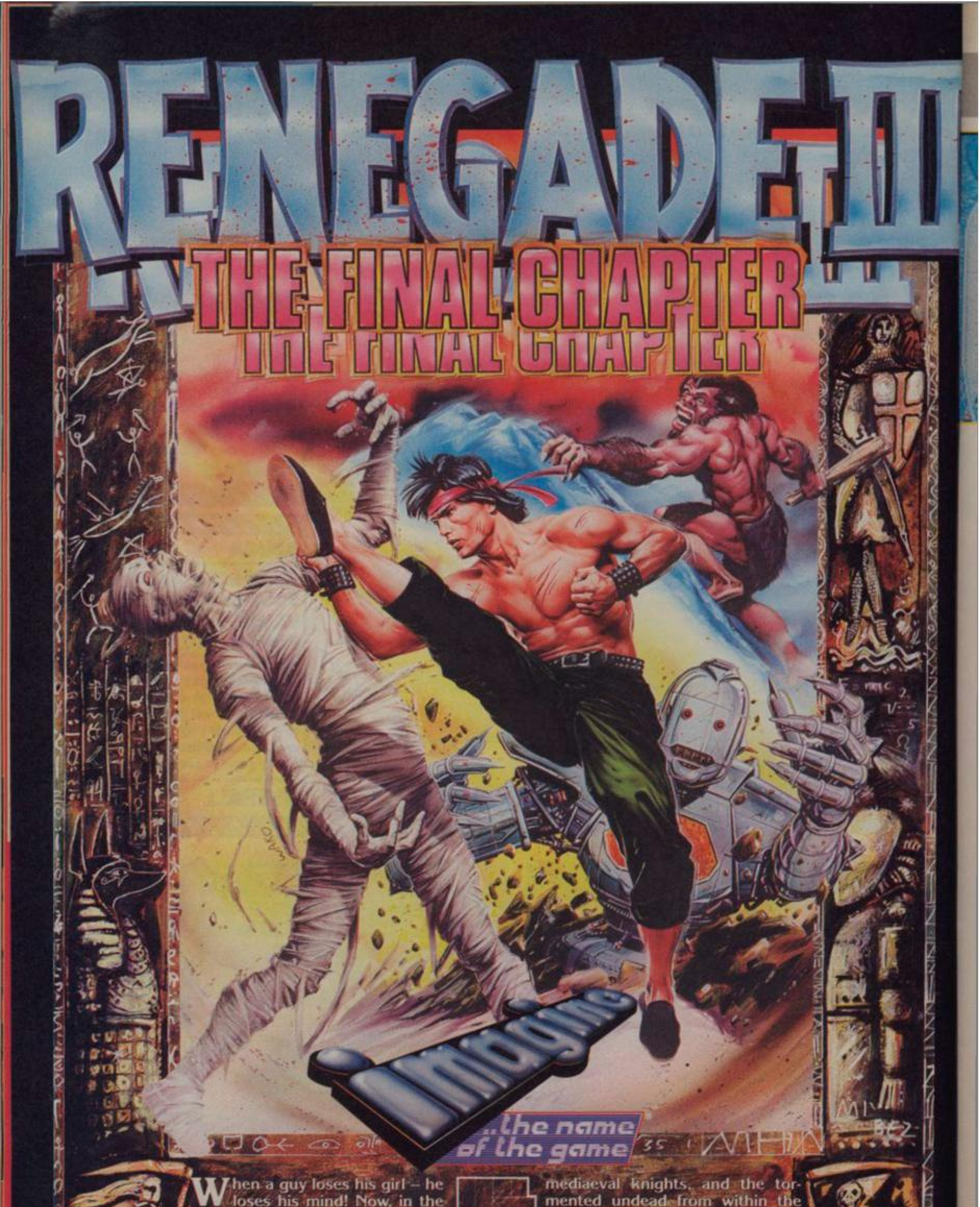
**When you see the gas station sign, start to slow down. If you overshoot the turn-off, or fail to come to a dead halt in the lay-by, you probably won't make it through to the next stop.**



```
Maybe a tricycle would be more your
speed?
      Section 1 ——— 2.6 miles
 Your time:         1:19.6 + 0:40 penalty
 Your avg speed:    60 mph
 Your score:        3565 points

 Best time:         1:09.7
 Best avg speed:    103 mph
 Best score:        20052 points

        Overall Performance:

 Your time:         1:59.6
 Your score:        3565 points

 Best time:         1:09.7
 Best score:        20052 points

Press joystick button to continue...
```

### VERN'S PLACE

**Now's the time to assess your performance. How many crashes? What's your average speed? Did you win this stage? Are you in the lead overall? It is back to driving school for you, or could you give Emerson Fittipaldi lessons?**



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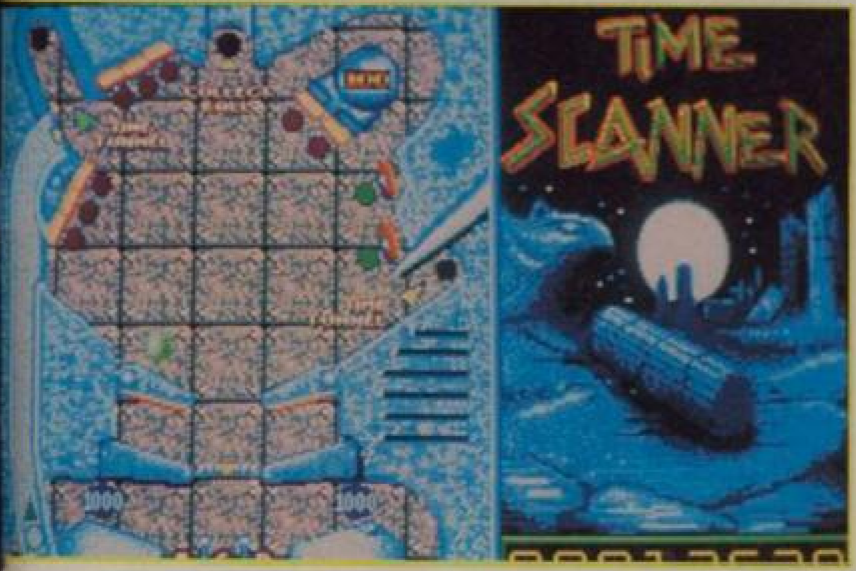
# TIME SCANNER

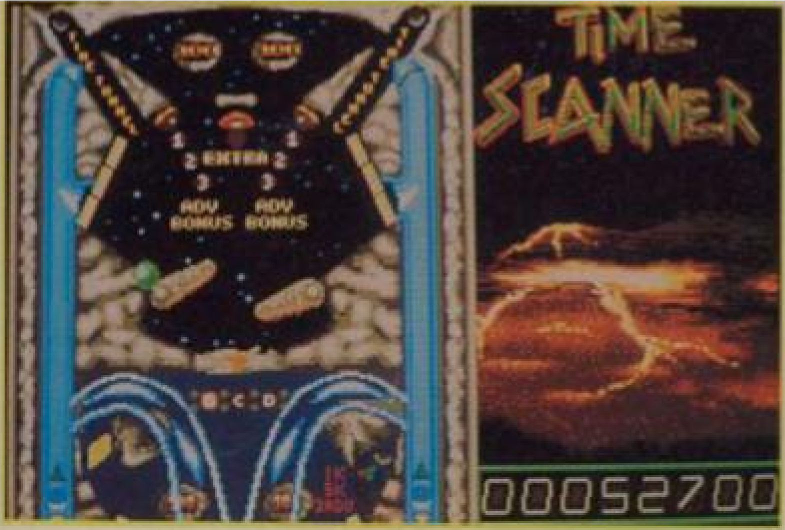
### BY ACTIVISION

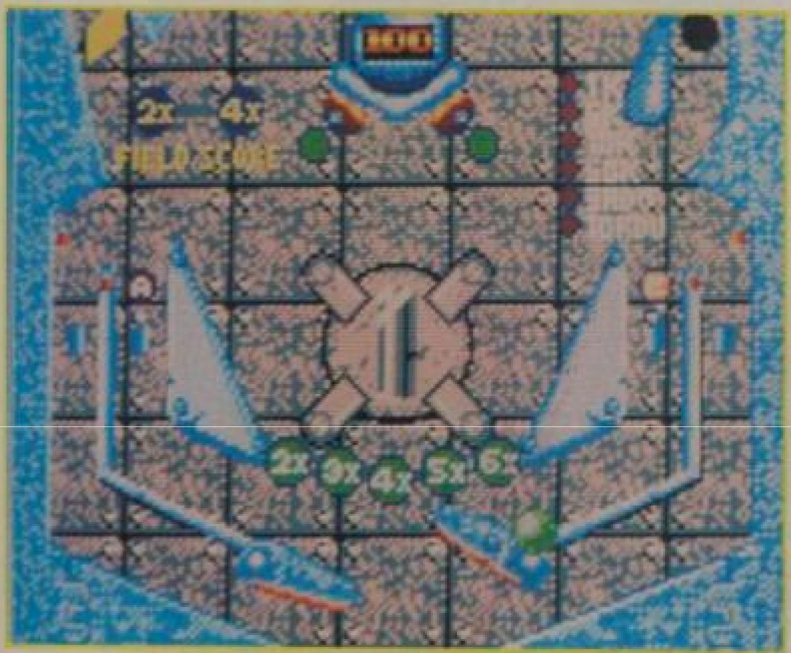


**UPDATE**
***Eight-bit versions are due out in June, and they should all feature the same basic gameplay of the 16-bit games.***

During my recent introduction to the world of pinball (courtesy of Mr Rignall and certain Brighton arcades), I was dragged away from Williams' *Cyclone* to this Sega coin-op which puts three fully-featured flip-screen pintables on a video screen. As well as simulating left and right flipper controls, *Time Scanner* has a plate which you can grab and wobble at frantic moments to jostle the "table". Basically, it all amounts to being the closest you can get to Pinball without having ball bearings and dodgy flippers.

Most of the arcade game's features have been brought across to the ST conversion in spirit but, further to these, Activision has added a *Breakout*-style game which appears as a final bonus table.





The ball starts in the usual spring loaded launcher, which repeatedly pulls itself back until you hit a flipper key. Time the launch right, though, because the harder you hit the ball the more bonus points you get, with a full-strength spang netting 50,000 points. Each half of the table has its own set of flippers, usually grouped in pairs and hidden in crannies in the tables are the Time Tunnels which carry the ball between tables.

The first table you see is Volcano, which, as well as the usual bumpers, rollovers, bonus lane changes and drop targets, features two chutes leading from a volcano at the bottom of the screen. Knock the ball up one of the chutes and the virtual Vesuvius erupts, lighting a letter in the word VOLCANO.

Saqqara is the name of the second table, which is vaguely similar to Volcano, except it's done out in sky blue with a pavement effect, and has a ball capture hole. If you should knock a ball into the hole it appears in a tube in the bottom half of the screen and you get to reshoot. If enough balls get captured, out they all shoot at once, bringing multi-ball fun to your flippers.

The remaining table is called Ruins because it's a rather nice stony Egyptian affair, in which you have to light the letters in the word MYSTERY.

While you're moving between tables, the last table settings are always stored. So, if you're just about to hit the final bonus letter when the ball unexpectedly trundles down the Time Tunnel, don't fret, as things will be just as you left them when you return to that table.

All in all, *Time Scanner* is a *fairly decent translation of the* coin-op, although it is lacking in a few departments.

**PAUL GLANCEY**

| AMIGA | £24.99 |
|---|---|
| ***Similar to the ST version in the main, apart from slightly better sound, but it's hardly worth the extra fiver.*** | |
| **OVERALL** | **70%** |

| ST | £19.99 |
|---|---|
| GRAPHICS | 80% |
| SOUND | 74% |
| PLAYABILITY | 70% |
| VALUE | 69% |
| ***Not a bad conversion of the cult video pinballer, but nigglesome flaws and a lack of addictive gameplay let Time Scanner down.*** | |
| ***OVERALL*** | ***71%*** |

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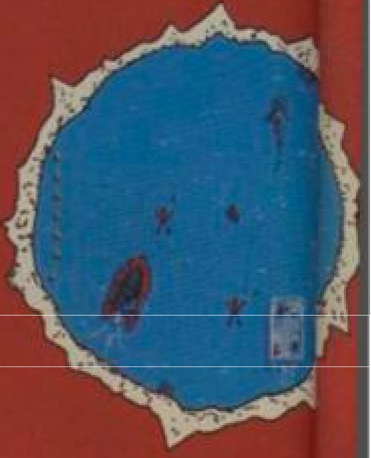

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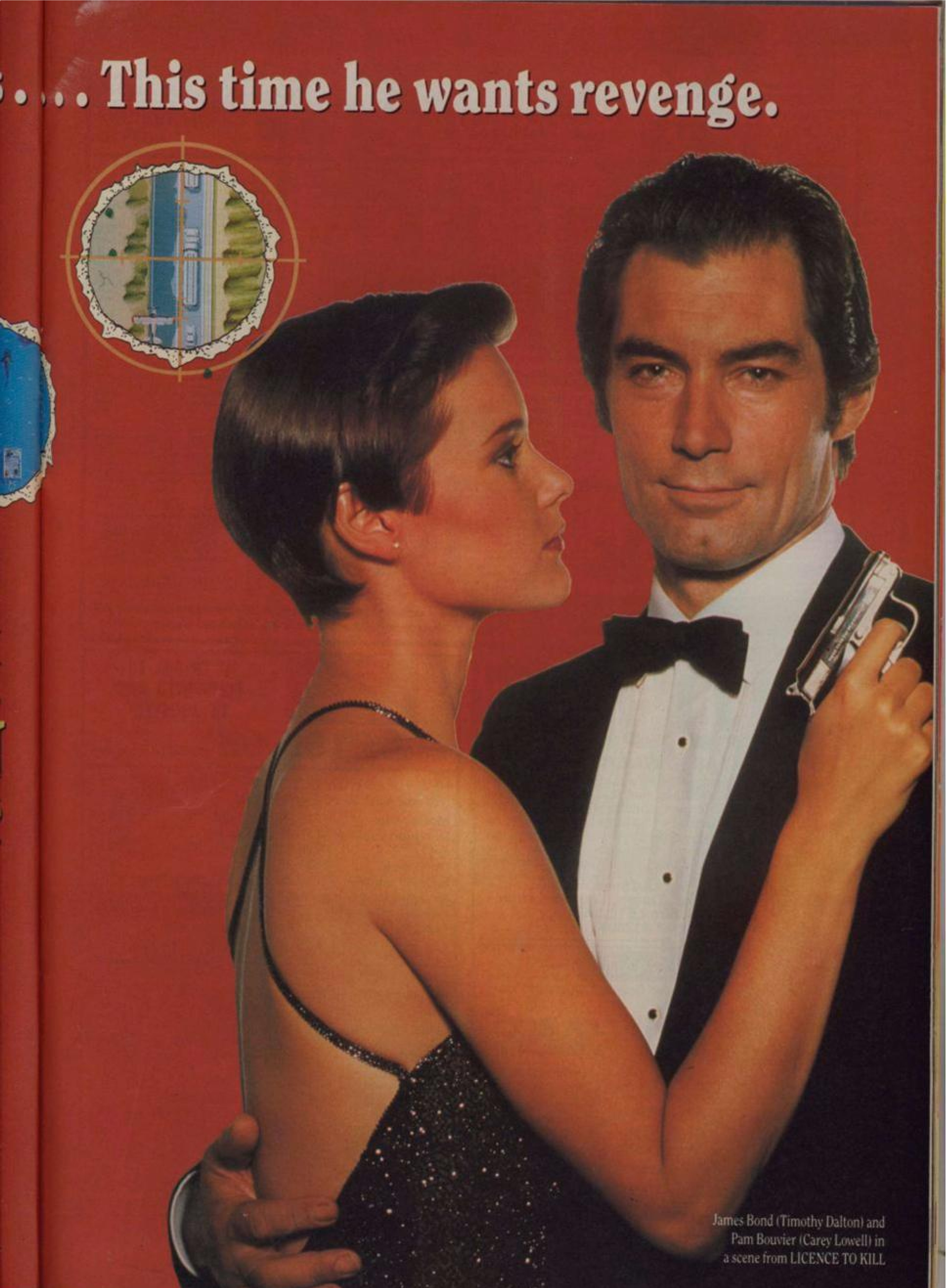
. . . This time he wants revenge.

James Bond (Timothy Dalton) and
Pam Bouvier (Carey Lowell) in
a scene from LICENCE TO KILL

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# MIKE READ'S POP QUIZ

**BY ELITE**

I remember Mike Read, back in the old days when he used to get his guitar out on Saturday Superstore and do his amusing Cliff Richard impersonation. Now a megastar, Mike has sold his name to a board game and sub-let it to Elite. Read on . . .

What Elite then do is dig out the programming routines they used for *Question of Sport*, bung in a load of muso-trivia questions and stick the resulting program on the shelves. While this may not earn them brownie points for imagination, or constructive programming, or much else really, it can't be denied that, as a music quiz game, MRPQ just about does the job.

After you've loaded you questions, the game begins by letting you and the computer (or another player) select a team of three from the gang of twelve digitised faces who appeared in *A Question of Sport*, who, since their last appearance, have become specialists in certain types of music. I assume that if you're a big classical fan, you pick three classical specialists, while if you want more of a challenge, you pick a more varied bunch, but it didn't seem to make a lot of difference, except in the "Your Scene" round, of which, more later.

First, individual team members have to pick one of twelve numbers from the Juke Box, to reveal a question category. A question from that category is displayed above four answers, and it's up to you to move a cursor to the right answer before time runs out.

Next comes "Spot the Star", in which each team gets three clues to a pop personality's identity. After each clue you get a chance to guess who Mike is talking about, but each extra one you take reduces the point of value of the question.

"Your Scene" is the groovy name for the Pop Quiz equivalent of *Question of Sport's* "Home or Away round. So, if you picked a bunch of classical music buffs at the start, you can go for "Easy" Questions for one point and answer a load of questions on classics. "Hard" questions are hard in the sense that your player isn't a specialist in tht area.

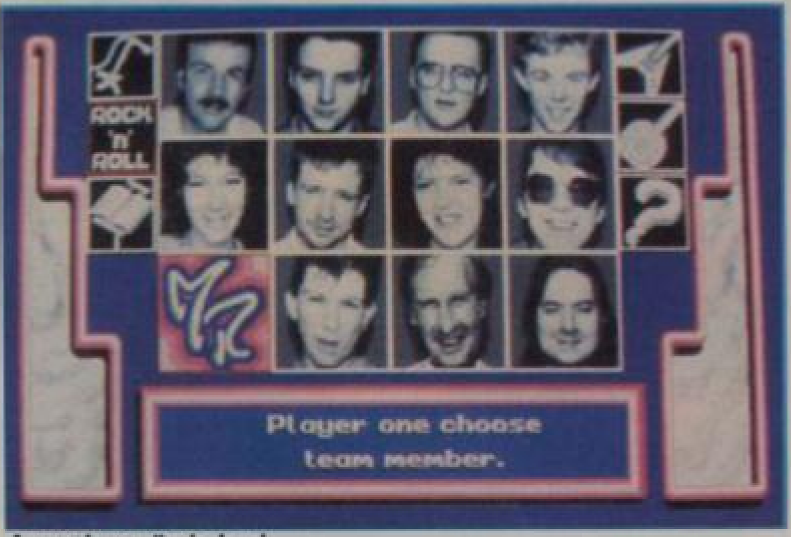
"Name the Year" is similar to "Spot the Star". Each team has to guess a year from three things that happened in that year.

In the "Quick Fire found", each team is presented with a question at the same time, and it's a race to plant your cursor on the correct answer before your opponent. Ten questions later, it's back to the Juke Box for the final round.

As I said earlier, as music trivia games go, this one isn't too bad. The various rounds are quite well presented, and the whole experience is reasonable fun with two players, though the range of music covered and the lack of recent chart stuff may be offputting to young players.

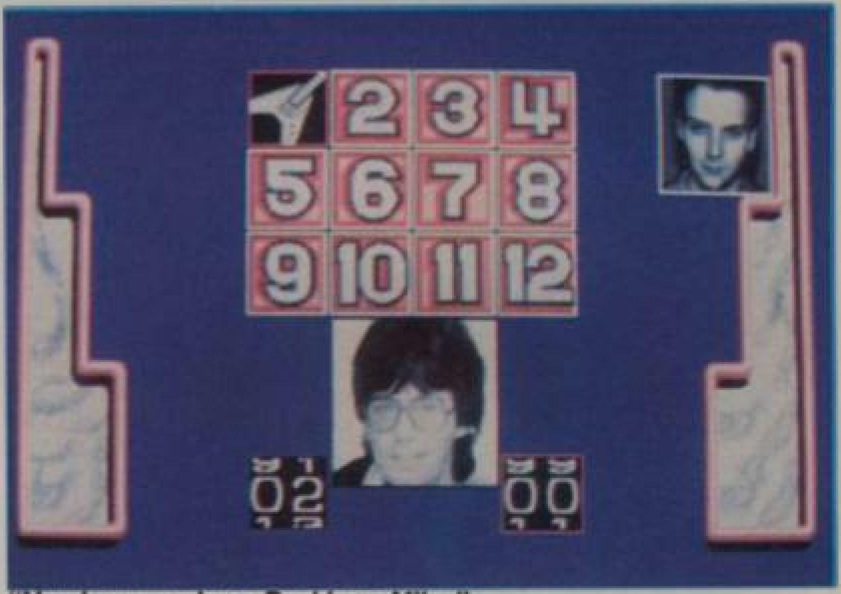
However, I can just about visualise parents joining the kids around the computer, getting nostalgic about old vibes and harking back to the good old days, such as when Mike Read was on the telly . . .

**PAUL GLANCEY**

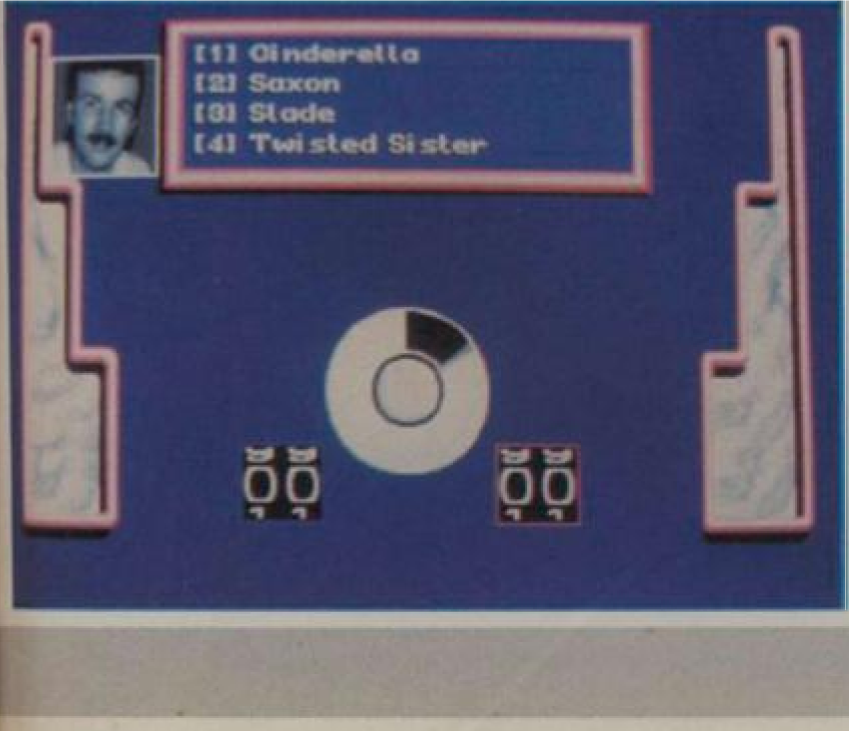


Player one choose team member.

*A motley crüe indeed . . .*



*"Number one please David, er, Mike."*



[1] Cinderella
[2] Saxon
[3] Slade
[4] Twisted Sister

*Time ticks away for Metal fan, Wilcox.*

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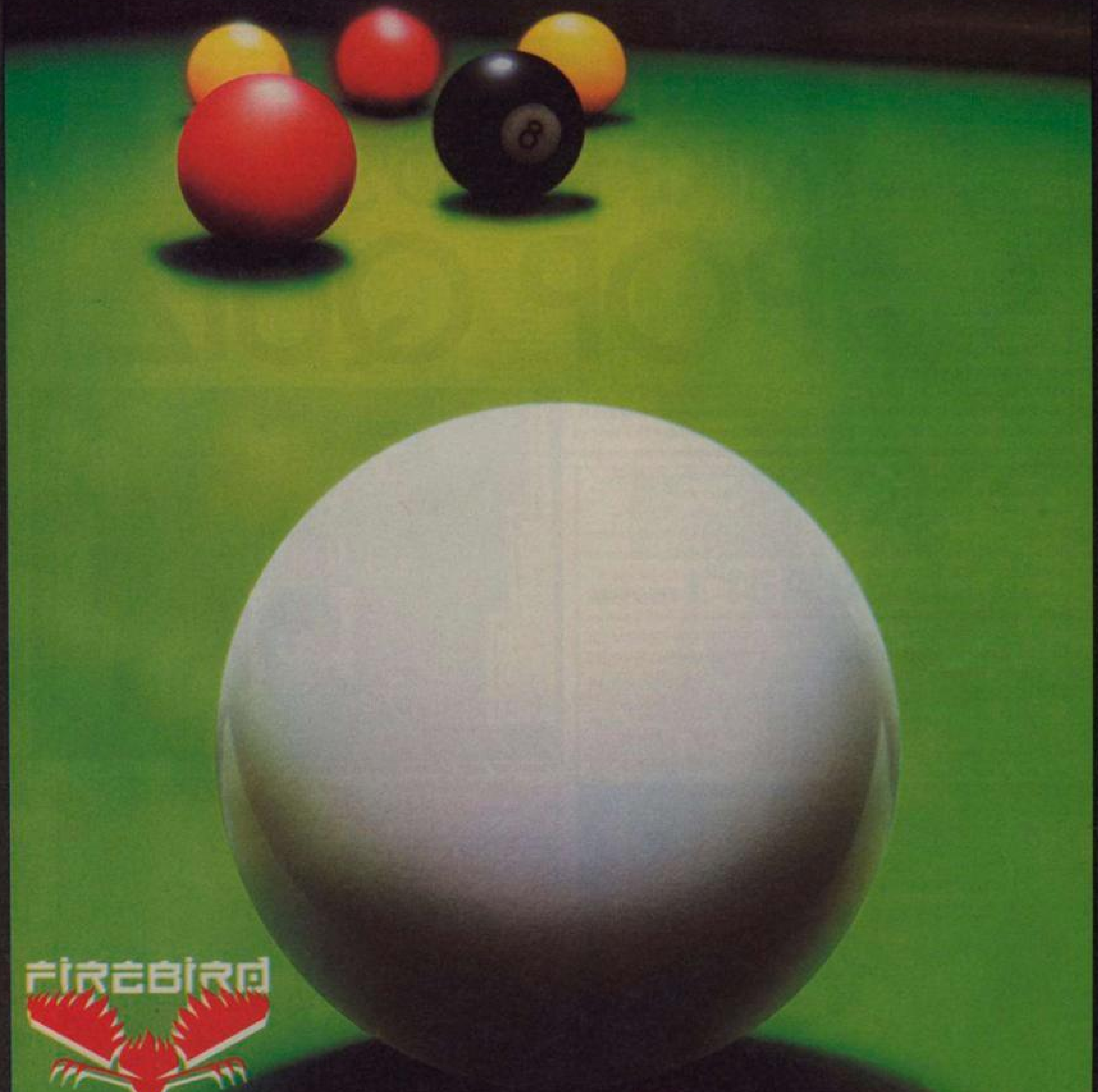

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# BUDGET

## SUPER HERO

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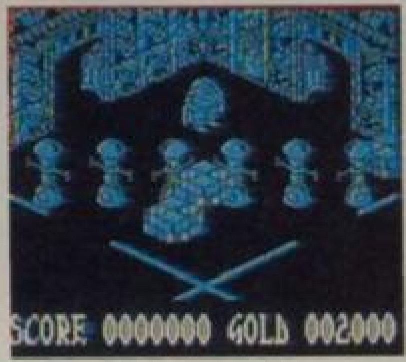


Surprisingly enough, people are still producing isometric perspective arcade adventures on the Spectrum, even though this type of game was milked dry about two years ago. Unsurprisingly, Super Hero's 3D platform/puzzle gameplay differs scarcely one jot from that of any other game in the genre. In fact, it's probably more irritating than most, firstly because it is slow, and secondly, because the sides of the screen have been blanked, hiding the corners of each playing area, so you can walk off platforms or into monsters without even realising your mistake. There are some good ideas here, such as the wide variety of goodies to collect, and Bernie Drummond *(Batman/Head Over Heels)* has produced nicely detailed sprite and scenery graphics, but *Super Hero* is just too frustrating to be fun.

**SPECTRUM £2.99**

***Pretty graphics, but slow and annoying gameplay prevent* Super Hero *from really taking off.***

**OVERALL 52%**

## STREET CRED BOXING

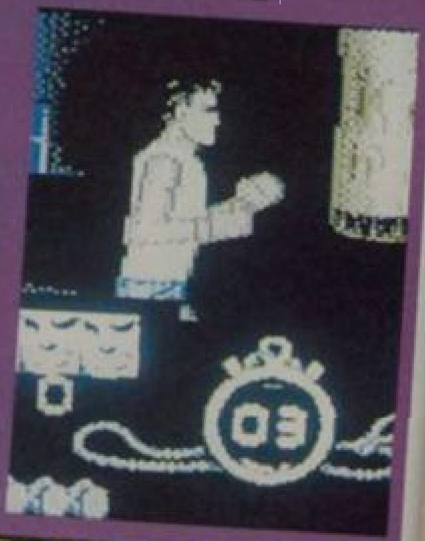
### PLAYERS PREMIER

A boxing game with a plot! Yuppie breadheads are after Joe's Gym, and you hold sway over the only six boxers capable of fighting them off. To prove you're pugilist pals are men enough to take on the thugs you have to indulge in six rounds of stick waggling to knock the stuffing out of a punch bag. Such strenuous exercise gets the player's biceps bulging more than the boxer's, but at least the exercise is doing you good.

Survive and you move on to hitting Yuppie toughs. There's no effective difference between the punches at your disposal, so finishing this stage is more a matter of luck than skill.

If you do muddle your way through, you're faced with another similar level, with differnt backdrops but equally minimal gameplay.

As boxing games go, quite honestly Brian, this one couldn't really be classed as a contender.



**C64 £2.99**

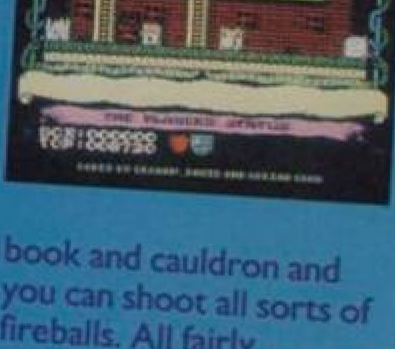
***Don't be fooled into thinking this is a boxing sim. It's just a tacky beat 'em with poor graphics and tedious gameplay.***

**OVERALL 40%**

## HEARTBROKEN ATLANTIS

The reason this game is called *Heartbroken*, when the cover depicts a werewolf salivating over a gravedigger and his soap-on-a-rope is that the grave digger's fiance, who happens to be a princess called Mertha, has been kidnapped by the local warlock. Naturally our love-lorn hero is a bit upset, perhaps even "heartbroken", and so he's off to the rescue.

Basically, this is a flip-screen clone of Capcom's shoot 'em up *Ghosts 'n' Goblins*, with similar monsters and spooky scenery, but the layout of the landscape is mazey rather than simply platformy. The blasting is similar, but there's no leaping around platforms so you have to find ladders to get over obstacles. Get a spell book and cauldron and you can shoot all sorts of fireballs. All fairly standard stuff, really. Not many frills but certainly good for a few plays. Check it out.



**SPECTRUM £1.99**

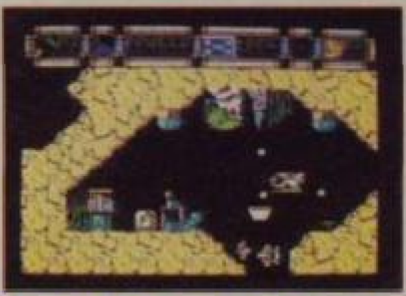
***A playable, but not overly adorned platform shoot 'em up.***

**OVERALL 71%**

# TASK FORCE
## PLAYERS PREMIER

The task forced upon the player in this *flip-screen* shooter is to guide his jet fighter through a veritable labyrinth of screens packed with blob-firing nasties. Megalomaniac Snide Gantree is at the bottom of this very bad scene, and it's up to you to stop him getting away with a load of cruise missiles.

One thing that has to be said about *Task Force* is that the whole game looks suspiciously *Cybernoidy*. The ground emplacments and the extra weapons operate in almost exactly the same manner and even some of the graphics are nearly identical. However, weedy sound and ropey collision detection which results in impossible situations take the shine off what could have been an interesting game.



**SPECTRUM £2.99**

*A promising, but ultimately disappointing* Cybernoid *lookalike.*

**OVERALL 69%**

**C64 £2.99**

*Pretty graphics, good sounds, but very average gampleplay make the C64 version of Task Force an unoutstanding blast.*

**OVERALL 65%**

# ZYBEX
## ZEPPELIN GAMES

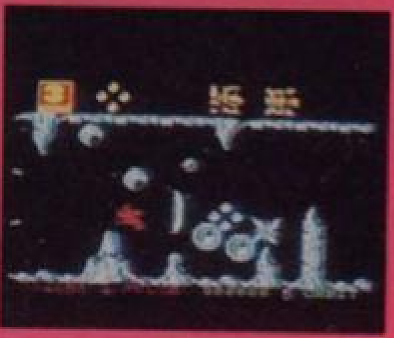
This neat little horizontaly-scrolling blast takes progressive weaponry to satisfying extremes. As usual, alien annihilation rewards you with armament icons in five exotic flavours. Rapid fire is automatic, and by collecting further icons you can upgrade each weapon up to four times, choosing between them with a press of the fire button. This excellent system allows you to turn your little jet-packer into a real ass-kicking merchant of menace.

Unfortunately, *Zybex* is not without it's flaws, namely some rather ropey collision detection and sound routines courtesy of Geiger Counter Simulator. The ultra-blasty gameplay makes up for such shortcomings, though, and after a few games I was nigh on addicted. Recommended.

**SPECTRUM £1.99**

*In spite of a couple of technical flaws,* **Zybex manages to be a pretty nifty shoot 'em up which arcade freaks should enjoy.**

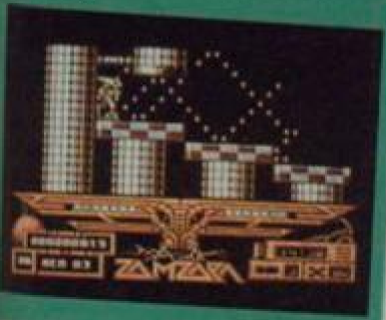
**OVERALL 79%**



# ZAMZARA
## RACK-IT

This is Jukka Tapanimaki (remember *Netherworld?*) blast casts you as a green person making his escape from an alien complex, which contains a large ticking bomb. As he lopes and and leaps along each corridor, various greeblies try to jump our alien chum, draining his energy if they touch him. When all his strength is gone, one life goes down the lavvy, and it's back to the start of the level.

After *Netherworld*, I expected a lot of this, and I'm happy to say I wasn't disappointed. Right from the beginning *Zambra* is tough, but once you've learned how to jump and use the extra weapons it's a tasty sponge cake of fun, upon which nifty graphics and a couple of Maniacs of Noise grooves are the icing.



**C64 £2.99**

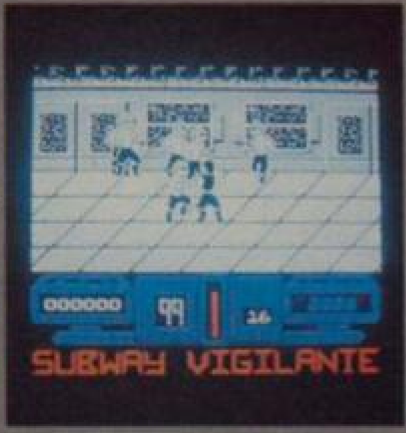
*A simple but addictive blast, well worth the dinky price tag.*

**OVERALL 77%**

# SUBWAY VIGILANTE
## PLAYERS PREMIER

Gah! Kids today. They just spend all their time hanging around London Underground stations, beating people up until the 18.55 to Piccadilly Circus turns up. Justice Bronson-style, is your vocation, and even though you're only a few pixels tall, you've got five fighting manoeuvres to cream the opposition with.

Well, you would be able to cream the opposition if your on-screen conterpart was a bit faster. His cat like reflexes are more concussed tortise-like, joystick control being annoyingly unresponsive. This, and the fact that the opposing skinheads regenerate three seconds after you've totalled them makes the game so difficult as to be unplayable. Buy at your peril.



**AMSTRAD £2.99**

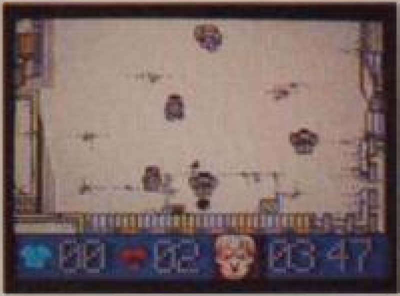
*A poor* **Renegade clone, with very few graphic, sound or gameplay merits.**

**OVERALL 31%**

# STREET CRED FOOTBALL
## PLAYERS PREMIER

"Select your crack side from 24 different, tough street-wise city kids," says the packaging on this urban five-a-side game. In fact the 24 players don't differ apart from their appearance (and most of them resemble gangsters rather than kids).

To further give the impression that they aren't meant to be professionals, your team members contantly play out of position, and even the goalkeeper is won't to wander well upfield. Luckily the computer team is no better, and it's possible to score against them within seconds of almost every kickoff. The only factor working against you is the computer's intermittent failure to register goals, but not even this prevented me from winning my third match 20-3. It did prevent me from coming back for a rematch, though.



**SPECTRUM £2.99**

*A football game sadly lacking any creditability whatsoever.*

**OVERALL 38%**

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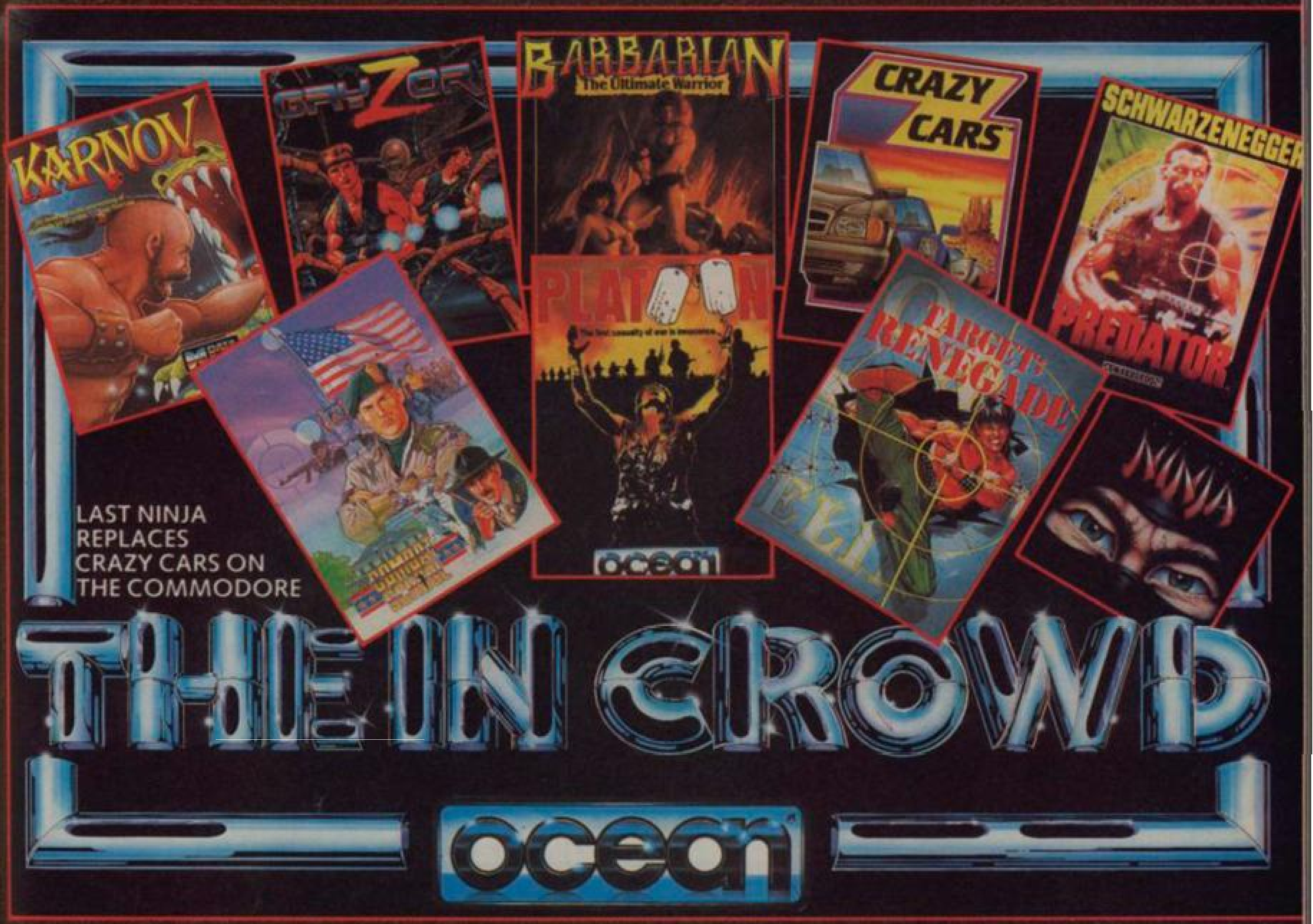

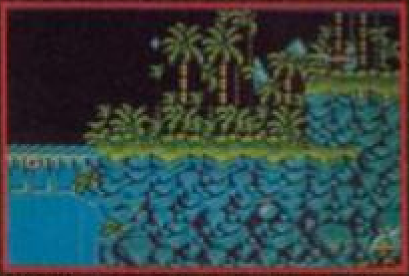

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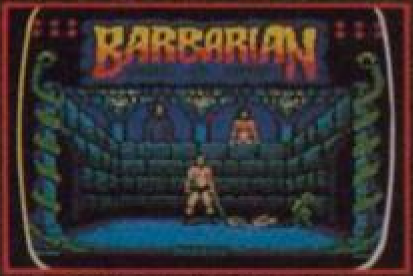

**BARBARIAN** THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
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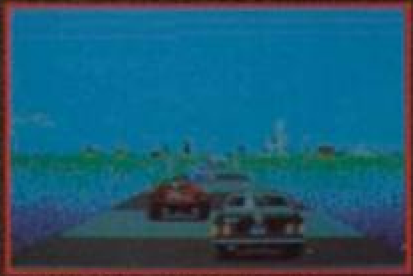

**CRAZY CARS** You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
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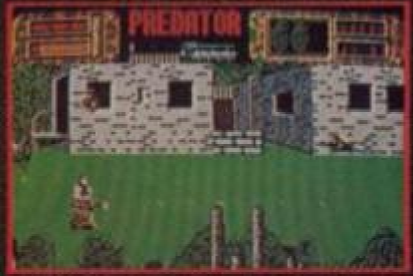

**PREDATOR** You've heard about Predator, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough...and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
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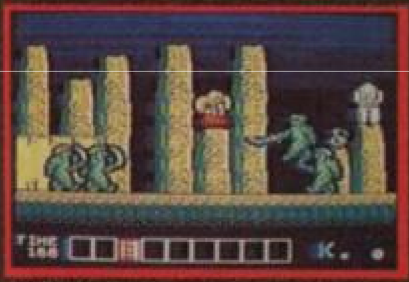
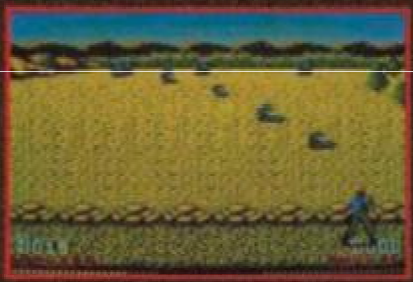


**KARNOV** Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. Karnov is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton or an Ostrich?
© Electric Dreams Software Ltd



**COMBAT SCHOOL** Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
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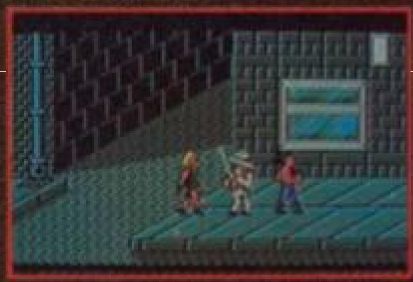
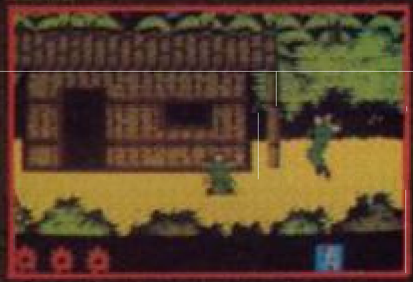


**TARGET RENEGADE** Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG".



**PLATOON** Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
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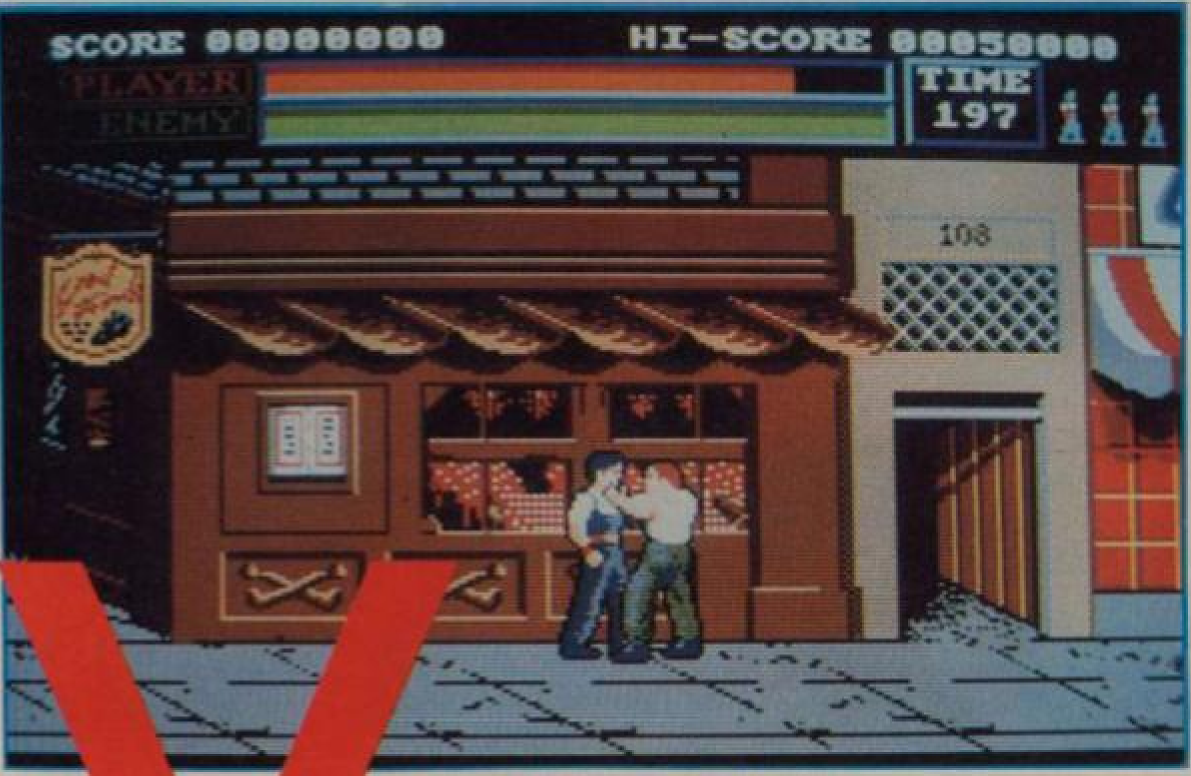


▲ *Beat the baddies and rescue Madonna.*

# VIGILANTE

BY US GOLD

The skinheads have kidnapped Madonna, so it's up to you to take the power into your own hands. Why can't he call the Bill like everyone else, hmm? Well, the hero of this arcade game doesn't call the Rozzers, and like most fully trained ninjas sets off down longest street on the Earth to find Madonna.

Along the way he bumps into a few of the skins wot done the kidnap, and they politely ask him if he wouldn't mind turning around and going back, because they're awfully frightened of him. Okay, so they actually attack him with bottles, knives and those funny Bruce Lee things with two sticks and a chain in the middle.

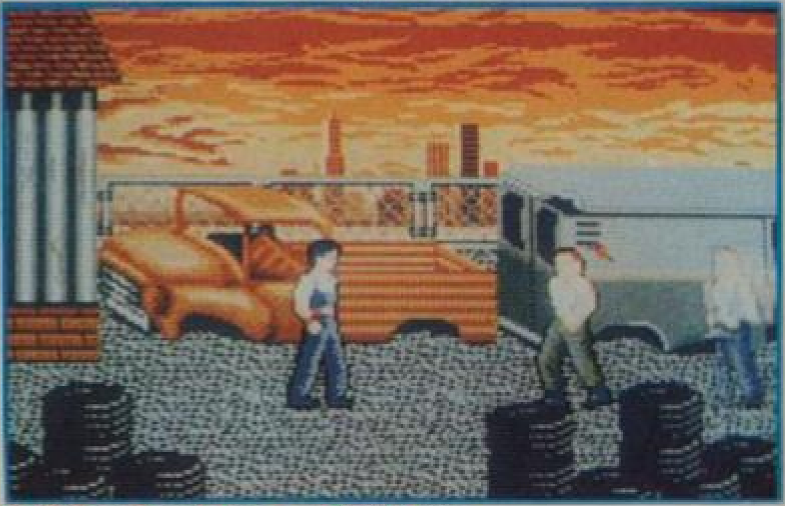
The game proceeds along familiar lines. You scroll down the street to the wacky beat of the house soundtrack, and the skinheads just keep on coming. You can pick up weapons along the way, and use them to splat some of the more persistant villains. But if they grab you, you may find that you lose them so use them quickly. If you get to the end of all the levels, you get Madonna.

I was quite disappointed by the way, that it wasn't THE Madonna, but just some bint who calls herself Madonna. Tsk! And there I was thinking that at the end I'd be dating the pouting, beauty-spotted, belly button wobbler herself. Never mind, it's only a game after all.

And having said that it IS only a game. If it's your taste for another ninja beat'em up which isn't the copy of *Renegade I, II* or *III* you played yesterday, then fair goes. You'll love it. *Vigilante* has all the stuff which made the street ninja arcade machines so popular, and is very slickly produced. BUT . . . it is just a variation on the same theme.

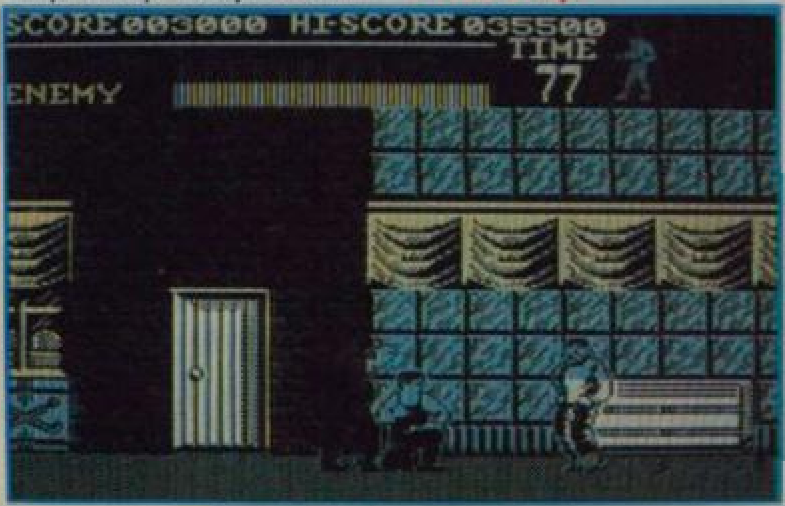
And next time, heroes, tell your girlfriend not to talk to any strange skinheads. Only nice ones like me. (grin)

**PHIL SOUTH**



▲ *Kick and punch your way across town.*

▼ *Make a map!*



**SPECTRUM £8.99**

*Monochrome, monotone, mono-something else that rhymes with chrome. Plenty to fight, and big fun. Bits of skinhead all OVER the shop.*

**OVERALL 81%**

**AMIGA £24.99**

*The Amiga version is brilliant, and well hard. I particularly like the knife wielding skins, and the way that when they stab you the blood sort of squidges out like tomato sauce.*

| | |
|---|---|
| **GRAPHICS** | **82%** |
| **SOUND** | **89%** |
| **VALUE** | **78%** |
| **PLAYABILITY** | **85%** |

**OVERALL 81%**

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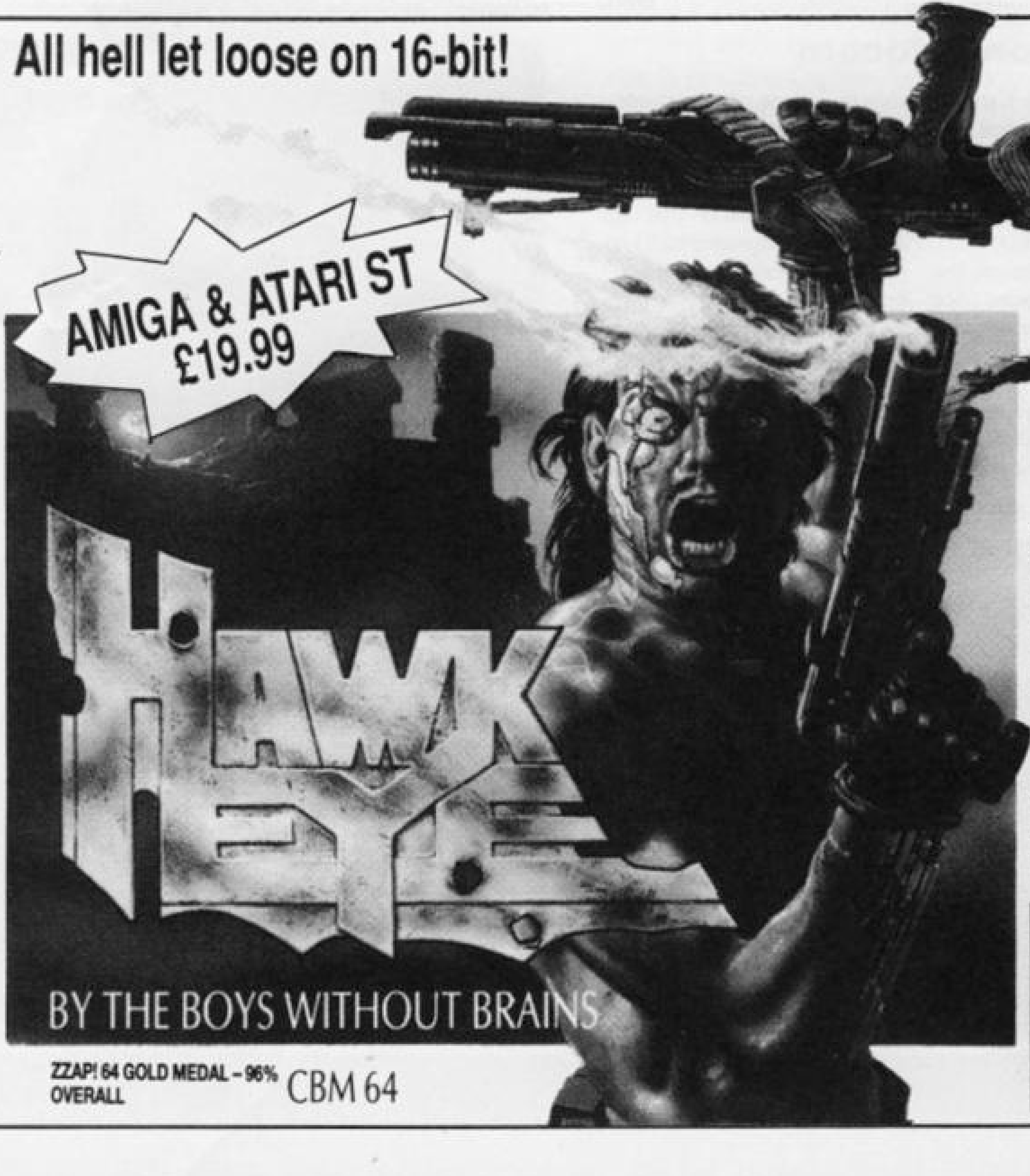
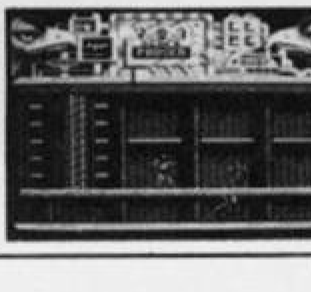
# All hell let loose on 16-bit!

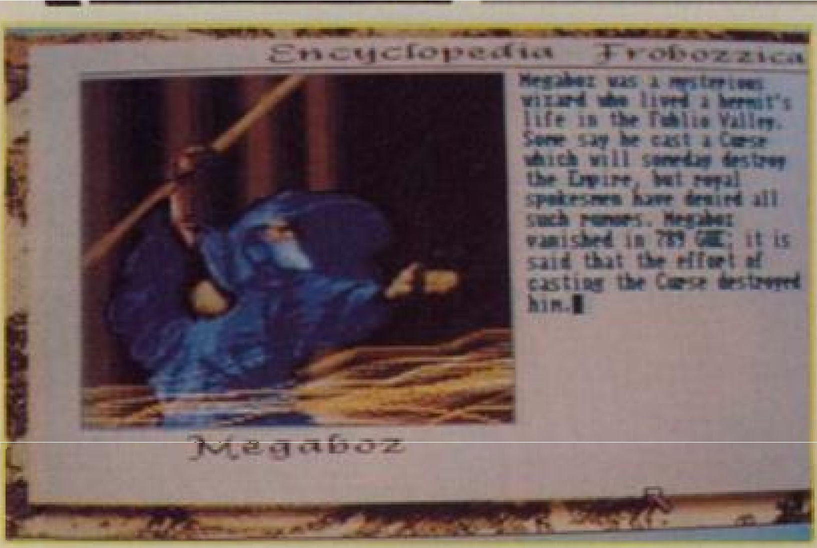
THALAMUS



ZZAP! 64 GOLD MEDAL – 96% OVERALL CBM 64

**N**ow the ultimate arcade combat experience is available for your AMIGA and ATARI ST. Take heroically bronzed HAWKEYE through 12 levels of non-stop action and mayhem! Featuring perfect parallax scrolling, dazzling graphics and sound to blow your mind!!





Megaboz was a mysterious wizard who lived a hermit's life in the Fublio Valley. Some say he cast a Curse which will someday destroy the Empire, but royal spokesmen have denied all such rumors. Megaboz vanished in 789 GUE; it is said that the effort of casting the Curse destroyed him.

▲ Consulting the Encyclopedia can be useful . . .

ZORK ZERO
The Revenge of Megaboz

## By Activision/Infocom

It is the year 883 GGE. T and the great Wizard Megaboz is angry. His favourite trees now lie in the shadow of a giant shadow put up by Lord Dimwit. He curses all of Flatheadia . . .

Dimwit's magicians analyse the curse which has been placed upon Flatheadia, and soon announce that they have managed to delay its effects for 94 years . . .

Ninety four years later, the inhabitants of Flatheadia are leaving in droves. You, however, turn to a piece of parchment which has been handed down to you by your ancestors. It is the same parchment that fell from Megaboz's pocket on that fatal day in the banqueting hall, and contains parts of his notes on how to cancel the spell . . .

Your travels will undoubtedly be interrupted by sudden appearances of a Jester, who, talking constantly in rhyme, has the annoying habit of posing riddles before allowing you any further progress. Most of these require pure logic, and can be deduced after a few minutes of careful thought.

But the pestering jester has more up his sleeve than mere riddles! He has a collection of games of logic, at which he is expert, and at which he will challenge you to beat him. In game mode, the screen clears to graphics, and the games can be played entirely by mouse.

So what of the main part of the adventure? Here is an adventure in the best traditions of Zork, said to be bigger than the combined Zork trilogy, all on one disk, and still with space for SAVE FILES! With Infocom's first graphics, it is not so much a graphic adventure, as an adventure with graphics.

On-screen mapping is available on a separate screen called by the command MAP. The map is divided into sections, and shows only locations previously visited within each section, the current location being highlighted with a flashing border. Movement from room to room within a section can be achieved from the map, by clicking along the route.

On-screen hints are also provided, a feature I have intensely disliked in some previous Infocom adventures. Somehow, this time they are arranged and worded in a subtle different way, and are not nearly so obtrusive.

The parser is new, and together with the vocabulary, is as near perfect as I have come across.

After some fifteen hours of play, with well over one hundred locations visited, I still had whole areas both geographicaly and problematically that I hadn't had time to touch . . .

The sheer size of this adventure, the range of complexity of its problems, together with the inimitable humour of author Steve Meretsky, must make Zork Zero without doubt the most entertaining and enjoyable adventure I have played to date. Welcome back Infocom! It's been a long time coming, but it was certainly worth the wait!

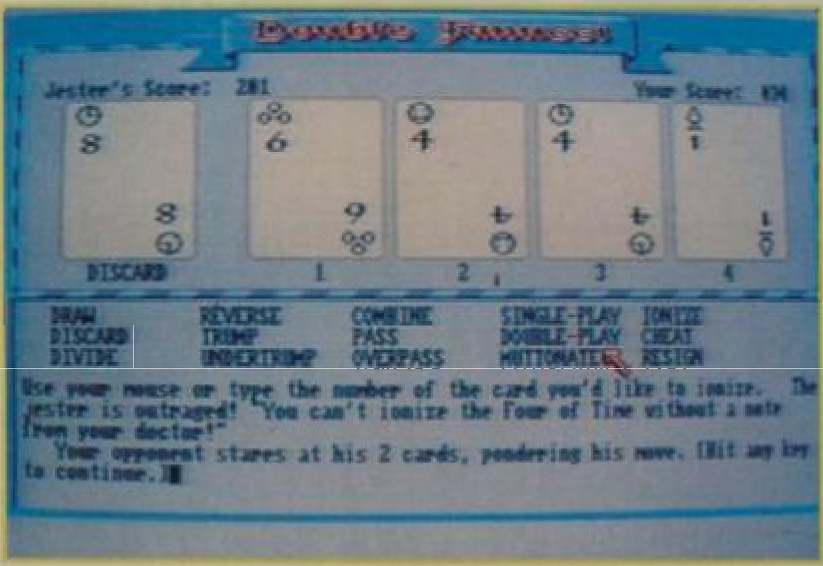
C+VG HIT!

**KEITH CAMPBELL**

## UPDATE

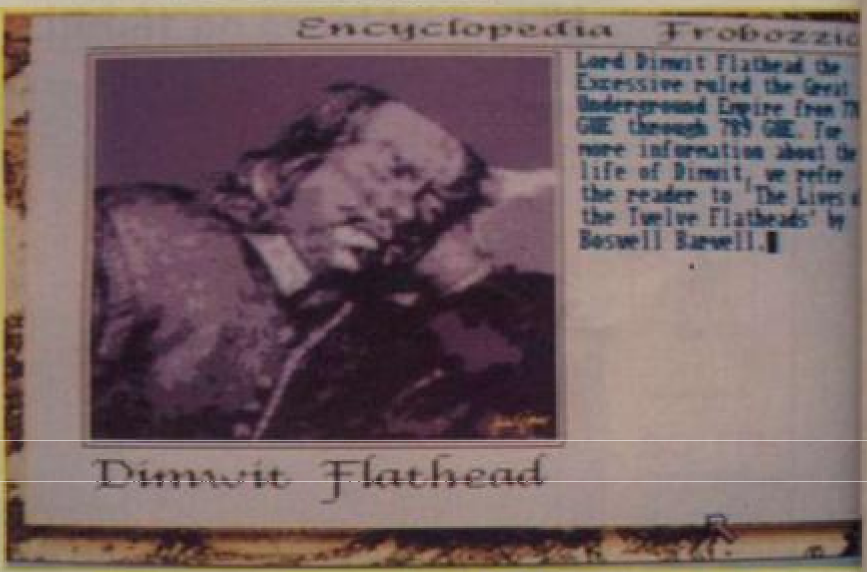
**Zork Zero is soon out on the PC and ST — the graphics won't be quite so good, but otherwise the game will be the same as the Amiga.**

One of the many Logic puzzles. ▼



Use your mouse or type the number of the card you'd like to ionize. The Jester is outraged! "You can't ionize the Four of Time without a note from your doctor!"
Your opponent stares at his 2 cards, pondering his move. [Hit any key to continue.]

Dimwit . . . dead at the hands of Megaboz. ▼



Lord Dimwit Flathead the Excessive ruled the Great Underground Empire from 7 GUE through 789 GUE. For more information about the life of Dimwit, we refer the reader to 'The Lives of the Twelve Flatheads' by Boswell Barwell.

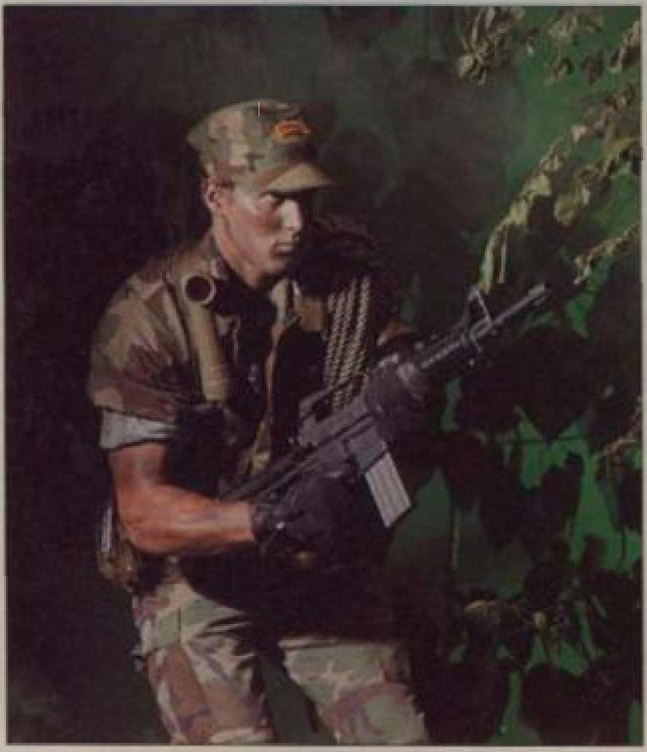
| AMIGA £24.99 | |
|---|---|
| GRAPHICS | 81% |
| SOUND | N/A |
| VALUE | 91% |
| PLAYABILITY | 96% |

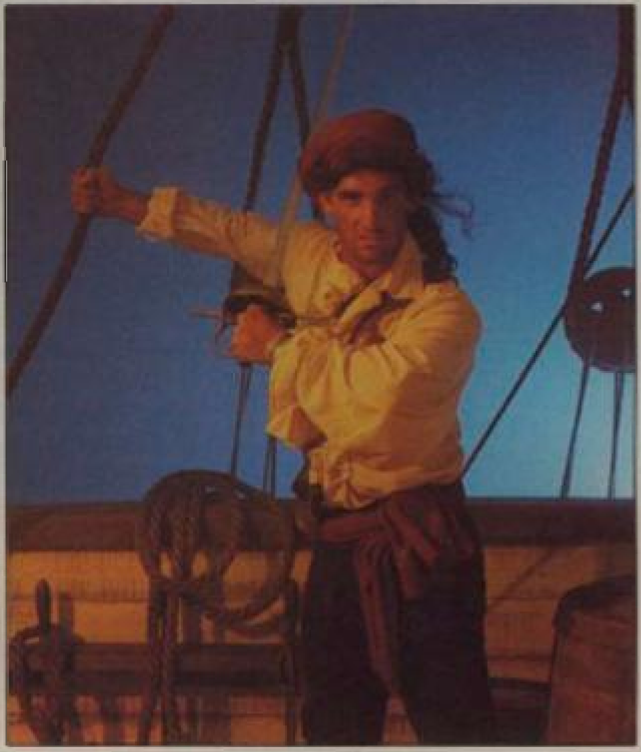
*A superb adventure that places Infocom back in the number one slot. A must for all adventure fanatics.*

| OVERALL | 94% |
|---|---|

AIRBORNE RANGER

PIRATES!





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Airborne Ranger Features:
☐ 12 exciting missions
☐ Full-scrolling 3-D graphics
Various terrains to encounter
☐ Multiple enemy threats
☐ Modern weaponry
☐ Comprehensive documentation

Airborne Ranger, The Arcade-Action simulation is now available for your Commodore Amiga, £24.95.

## PIRATES!
### The Action-Adventure Simulation

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☐ Extensive graphics with 70 different scenes
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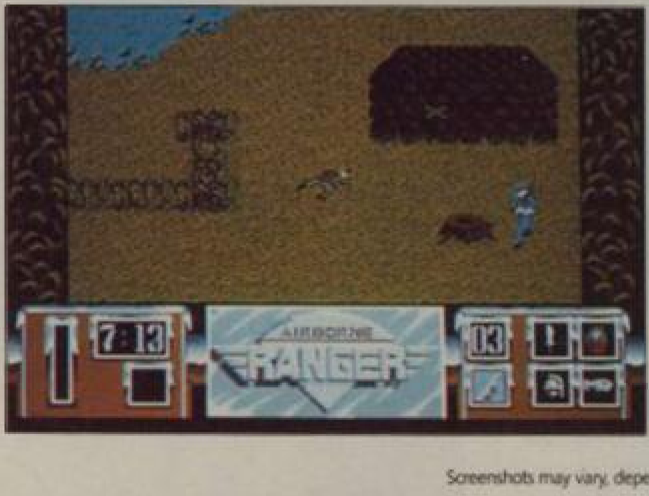
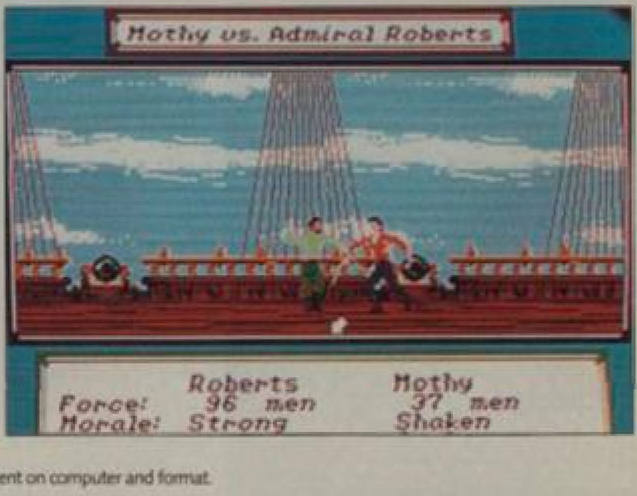
☐ Comprehensive Manual
☐ Hundreds of hours of exciting entertainment

Pirates! The Action-Adventure simulation is now available for your Atari ST, £24.95.



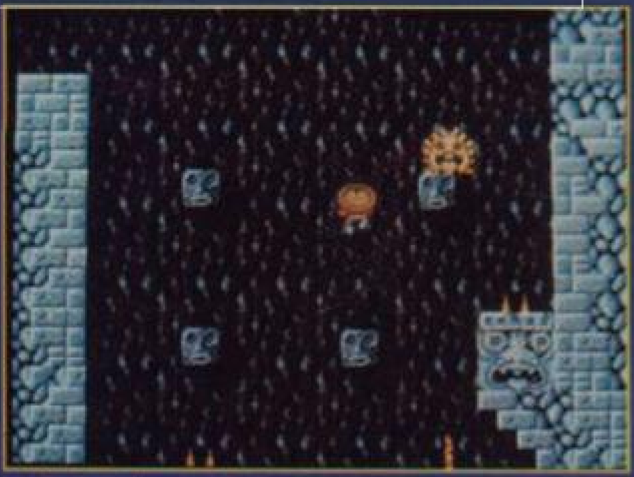


Mothy vs. Admiral Roberts

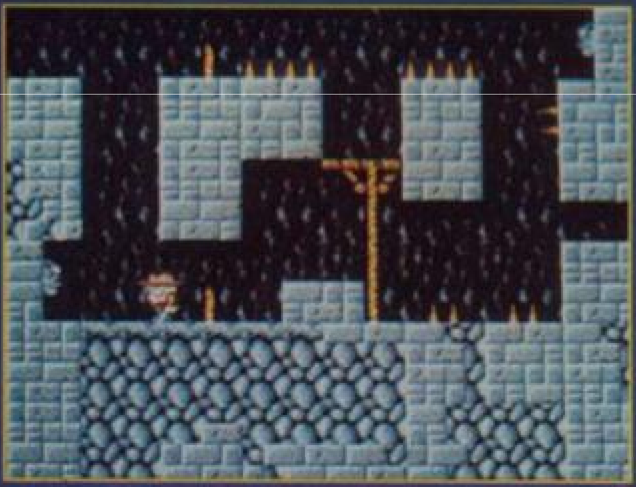
| | Roberts | Mothy |
|---|---|---|
| Force: | 96 men | 37 men |
| Morale: | Strong | Shaken |

Screenshots may vary, dependent on computer and format.

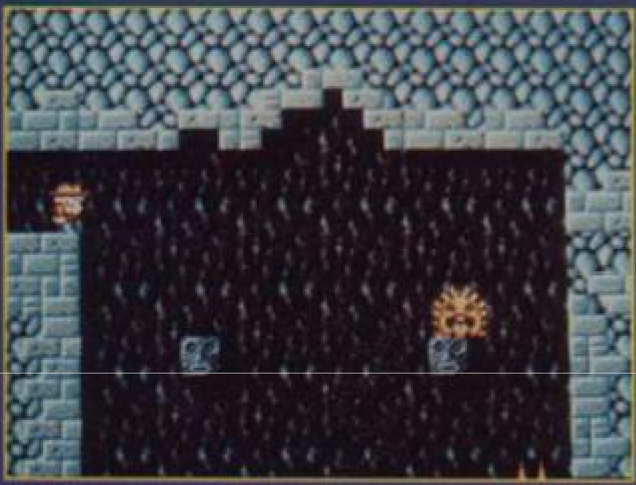
Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. Tel: 0666 54326.



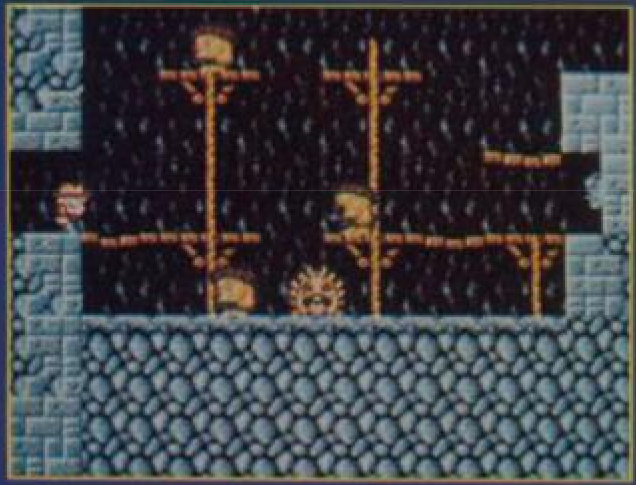
▲ Rock, roll — and run.



▲ Watch out for blowpipes.



▲ A map certainly helps.



▲ Shoot the Goolus.

# RICHARD DANGE

He's hard. He's mean. He laughs in the face of death, spits in the eye of danger and plays dice with chance. He's Richard Dangerous — a hero's hero who's always in a scrape . . . And today, just like any other day, he's in trouble with a capital T!

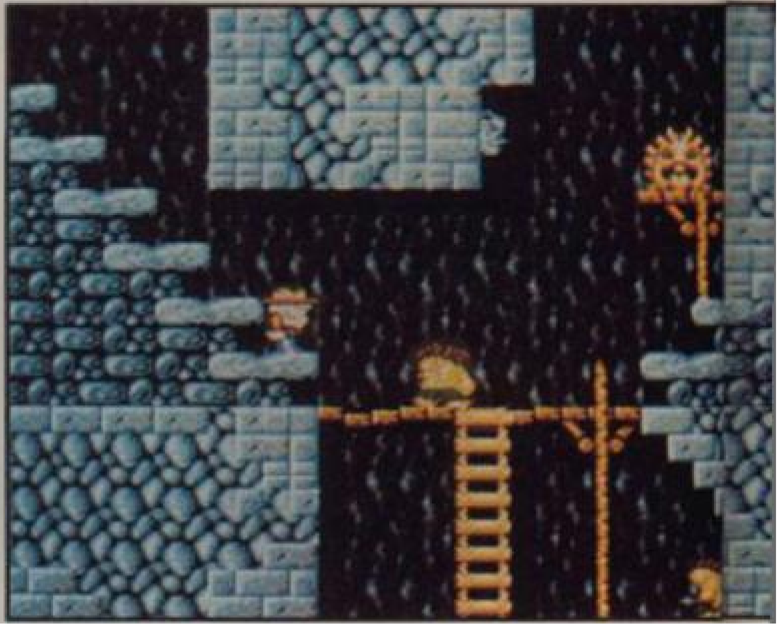
The problem is that Dick has crash landed his aeroplane in the middle of the Amazon jungle. That would be bad enough, but to make things worse, he's arrived just in time to completely disrupt the sacrificial rituals of the ancient and highly deadly Goolu tribe. They've been totally cheesed off by this, and are now out for his blood. His only means of escape is to travel through their temple, a large maze-like complex filled with a veritable goodie bag of hazards and dangers. And it's here where the player comes into the fray.

*Richard Dangerous* is a platform game in the traditional style, with the player jumping and leaping around the screen, dodging baddies and avoiding hazards.

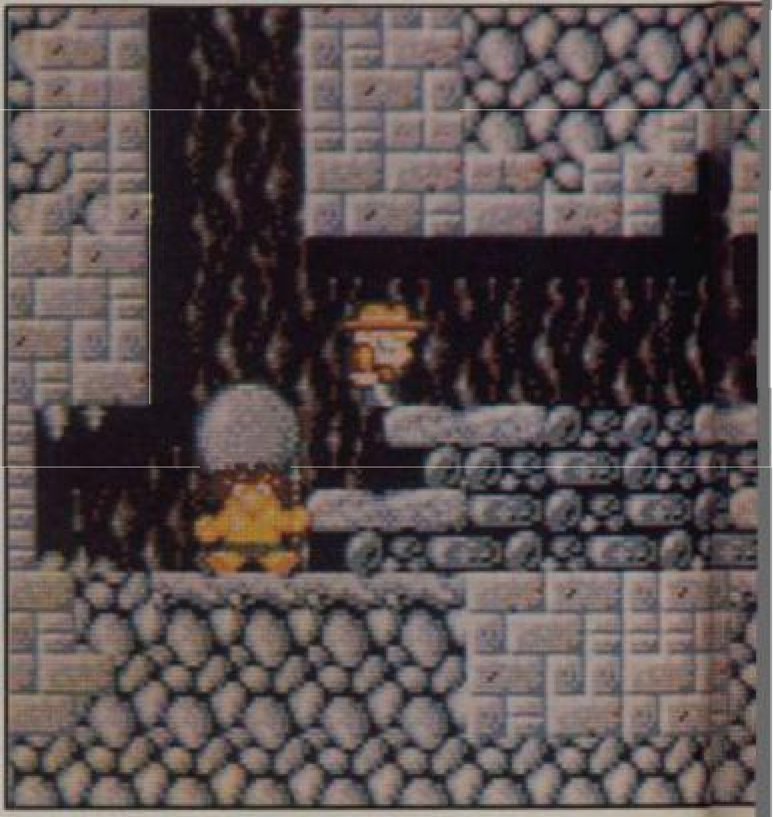
The action begins with Dick being chased by a large rolling boulder, Indiana Jones-style. After that's been avoided, it's time to run the gauntlet of hordes of Goolus, traps and hazards.

Contact with a tribal person, or falling foul of a trap results in the loss of one of Richard's eight lives. Eight might sound a lot, but the devious nature of the traps and hazards means that lives are lost very quickly.

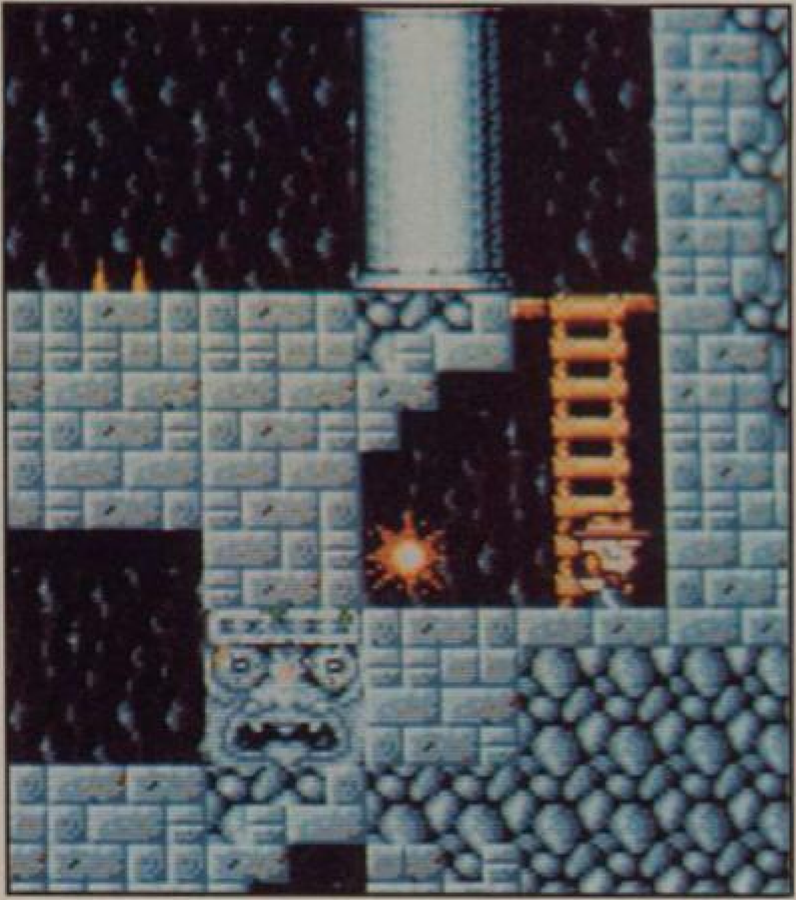
Fortunately Dick isn't totally defenceless, and has a six-shot



▲ The best 16 bit platform game yet.



▲ Watch out for those Goolus!

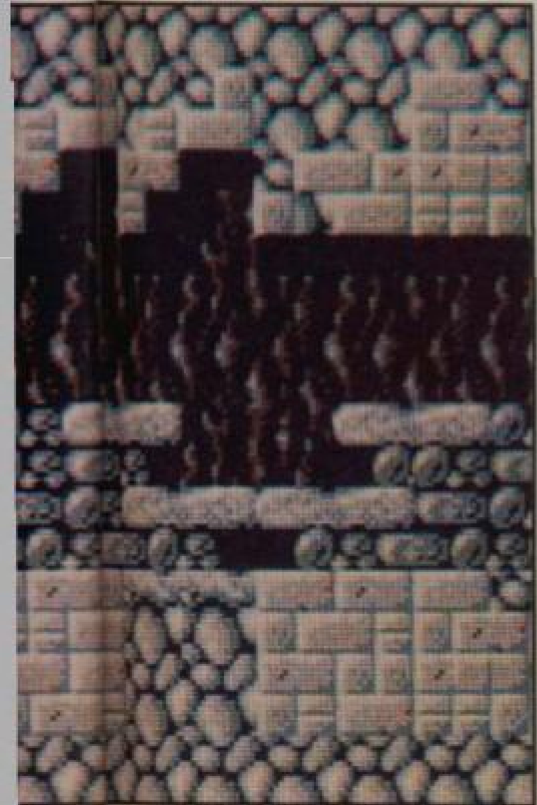


▲ *Loads of traps.*

**BY FIREBIRD**

# D
# EROUS

C+VG HIT!



revolver and a few sticks of dynamite with which to deal with the enemy. Extra shots and dynamite are found around the temple — but supply is short. There are also bonus icons which are picked up for extra points.

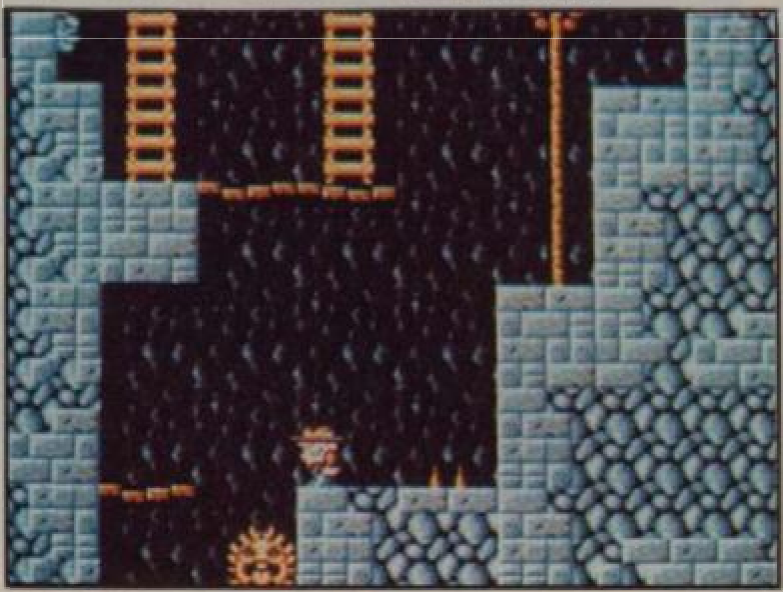
If Dick manages to escape from the Goolu temple, his next adventure takes place in a pyramid, where a group of fanatics are holding the priceless Jewel of Ankhel to ransom. Here, there are marauding Egpytian-types and a very nasty selection of traps to dodge.

On level three, Richard infiltrates the dreaded Schwarzendumpf Castle to gain intelligence information. The hero is up against it here, with guards and security systems a-go-go.

Finally, having learned that the enemy are preparing to launch a missile attack on London, Dick takes on an entire garrison in an attempt to save the day.

Whether he does or not is up to you . . .

*Richard Dangerous* is a simply brilliant game, and combines humorous graphics and some of the most devious, low-down gameplay I've seen in years. There are some seriously horrible shocks and surprises — when you think the coast is clear, a poisoned dart whizzes out of a hole in the wall, or spikes pop up from the floor. There are also moving blocks, traps to puzzle out and, of course, loads of baddies to dodge.



▲ *Dick Dangerous — a hero's hero.*

It's incredibly easy to get i with very simplistic game-mechanics, but this make it all the more addictive. I've already spent hours playing the game, and am dying to get back to it to see whether I can get just that little bit further.

Barring graphical differences, *Richard Dangerous* is identical on all formats — so no matter what machine you own, Richard Dangerous is an essential purchase.

**JULIAN RIGNALL**

| SPECTRUM | £9.99 |
|---|---|
| GRAPHICS | 87% |
| SOUND | 76% |
| VALUE | 81% |
| PLAYABILITY | 85% |

*An excellent platform game which is both incredibly enjoyable and highly addictive. An absolute must for fans of the genre.*

**OVERALL 87%**

**AMIGA £24.99**

*Great Mordillo-style graphics and wonderful samples conspire with the gameplay to give the best 16-bit platform game to date.*

**OVERALL 87%**

**C64 £9.99**

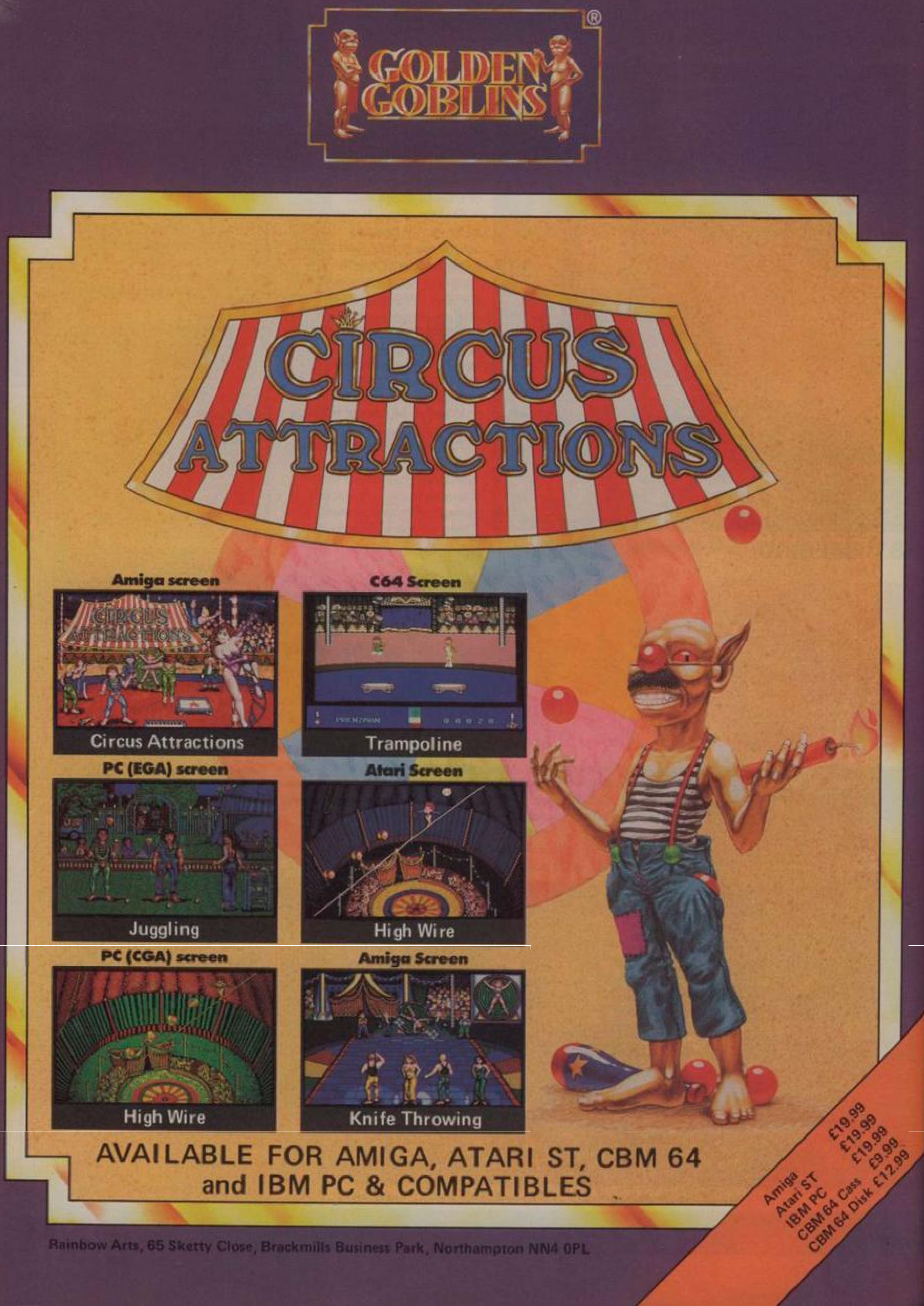
*Brilliant in all respects. Don't leave your software shop without it.*

**OVERALL 87%**

**ST £24.99**

*Looks and sounds identical to the Amiga version. ST fans shouldn't miss it.*

**OVERALL 87%**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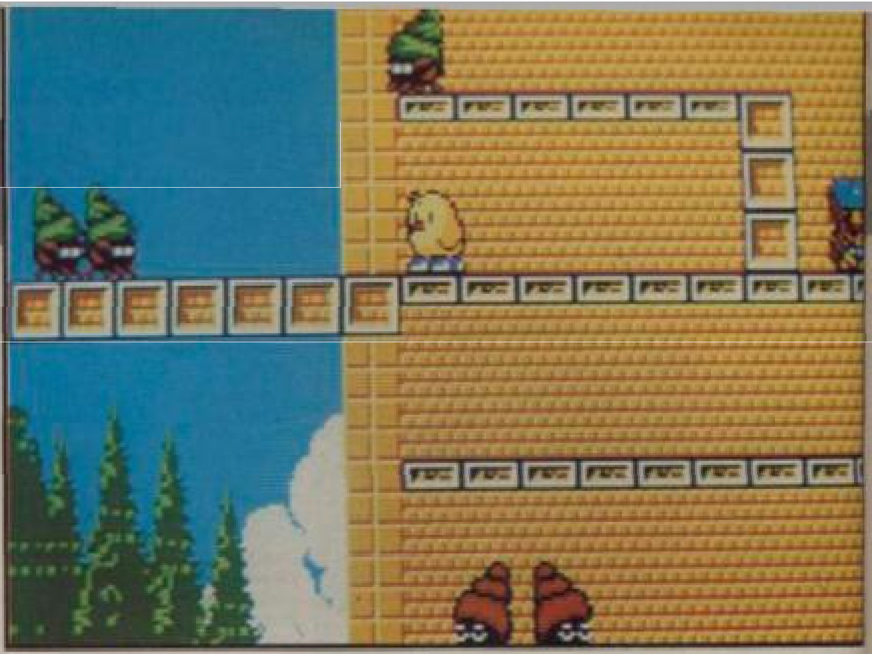
DTP ☐



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BY OCEAN

C+VG HIT!

Now you might not have thought that any story set in New Zealand would be all sheep and rugby players (ooh, what a disgusting thought!), but Taito had other ideas when they put this cutesy coin-op into arcades early this year.

The star of the show is Kiwi, who looks more like a canary than the national bird of New Zealand, but we'll let that pass. Kiwi led a moderately quiet existence in a zoo, partying the days away with his kiwi mates, until one day a fat and grumpy walrus stuffed the whole gang into a sack and put them in separate cages around the zoo. Luckily, Kiwi managed to wriggle out of the sack and now it's up to him to save his avian chums from life imprisonment.

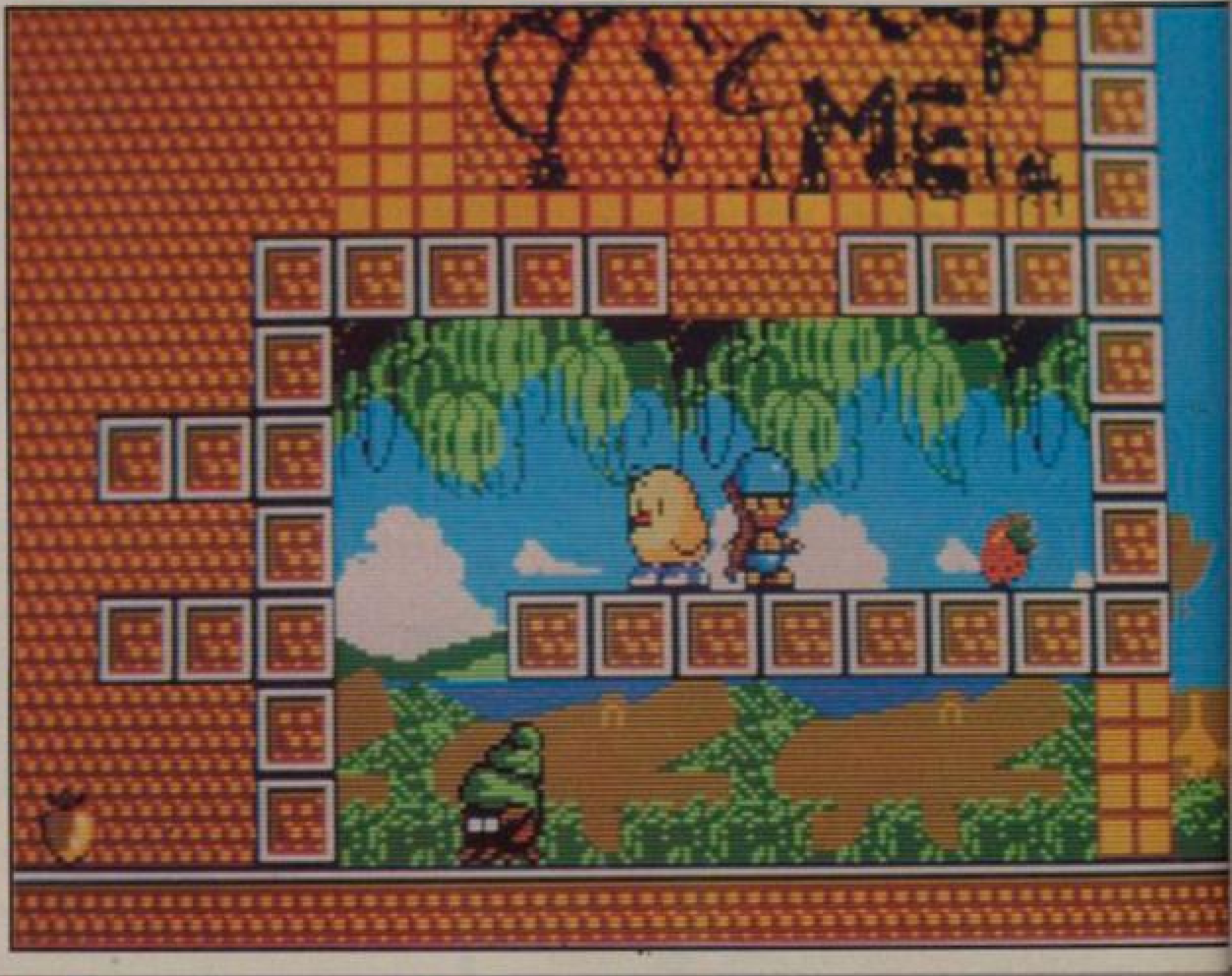
Gritting his beak, Kiwi dons his natty blue training shoes and takes to the scrolling platform scenery which makes up the zoo. Walrus has released some of the nastier zoo creatures from their cages to guard the kiwis, and most of them are armed and dangerous, so it's finger on the fire button to plug them before they plug you. Doors in the background open to unleash snails, fire-sprites, spear-chucking Maori warriors, flying teddies and even penguins riding on ducks.

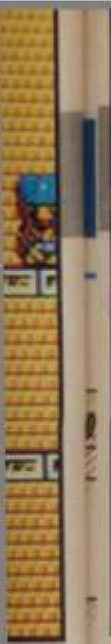
Whenever you shoot one of these, a fruit or other bonus drops to the ground, ready to be picked up. Using this method you can equip Kiwi with bombs, speed-ups, extra lives, a shield and a laser gun, which come in very handy.

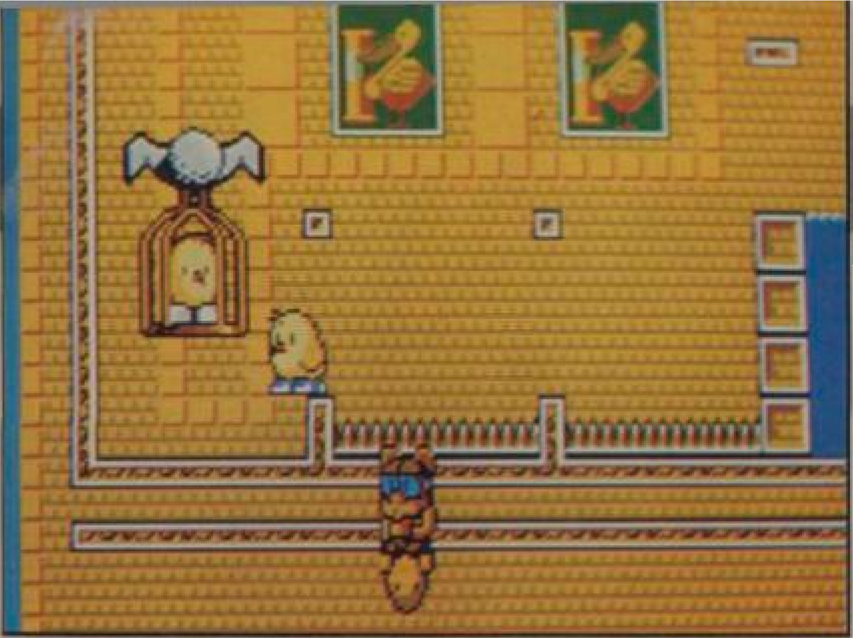
Kiwi's forté is running and jumping, but there are other ways of getting around. Evolution makes no provision for Kiwi to get off the ground, but if he shoots an airborne beastie, he can steal it's mount and fly out of danger. Alternatively, there are hot air balloons to be found amongst the maze of platforms which Kiwi can leap into with the same effect.

Sections of the zoo are underwater, but being the well-equipped bird he is, Kiwi gets out his aqualung and scuba mask and dives in. Although he can't use his bow and arrow underwater, he can bring down nearby nasties by swimming close to the surface and spitting a jet of water at them.

After he's released all the







# ND
# STORY

kiwis in a level, Kiwi has to take on an end of level monster. Level one ends with a gigantic ice-covered whale which you have to shoot in the head until it swallows you. You then have to shoot the whale from the inside whilst dodging deadly water droplets.

And that's it — basically, everything in the coin-op is in the Amiga version of New Zealand Story. The sprites have been copied to the finest detail, even down to the flying goggles on the flying teddies. The backdrops are very reminiscent of the coin-op, featuring crowds of zoo animals, and they all scroll around very smoothly.

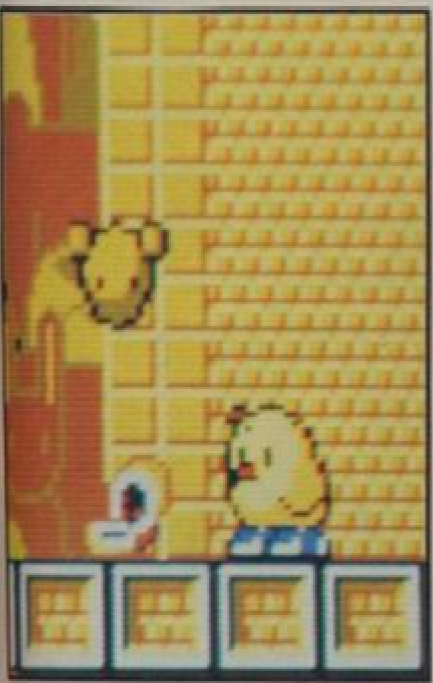
The ole sound chips are very cleverly used to recreate the dinky coin-op tunes, and the sound effects are nothing short of excellent. I particularly liked Kiwi's death "neep neep neep neep" sound.

But as usual, it's the gameplay that clinches it, and New Zealand Story has that in huge quantities. The speed, the variety and the cutesy graphics are an utterly irresistable combination which will keep you glued to the joystick for ages. There are a lot of coin-op conversions coming out this summer, but New Zealand story is bound to be one of the hottest. PG says check it out.

**PAUL GLANCEY**

## UPDATE

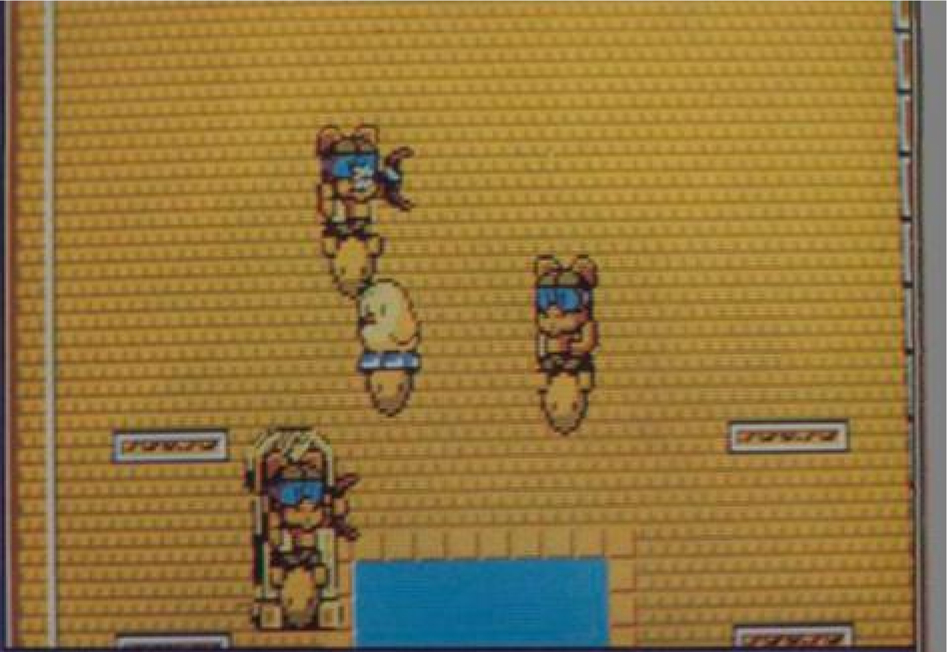
*Choice are working on all the versions of New Zealand Story, which bodes very well. The ST game is the furthest progressed and it looks like it'll be another spot on conversion.*

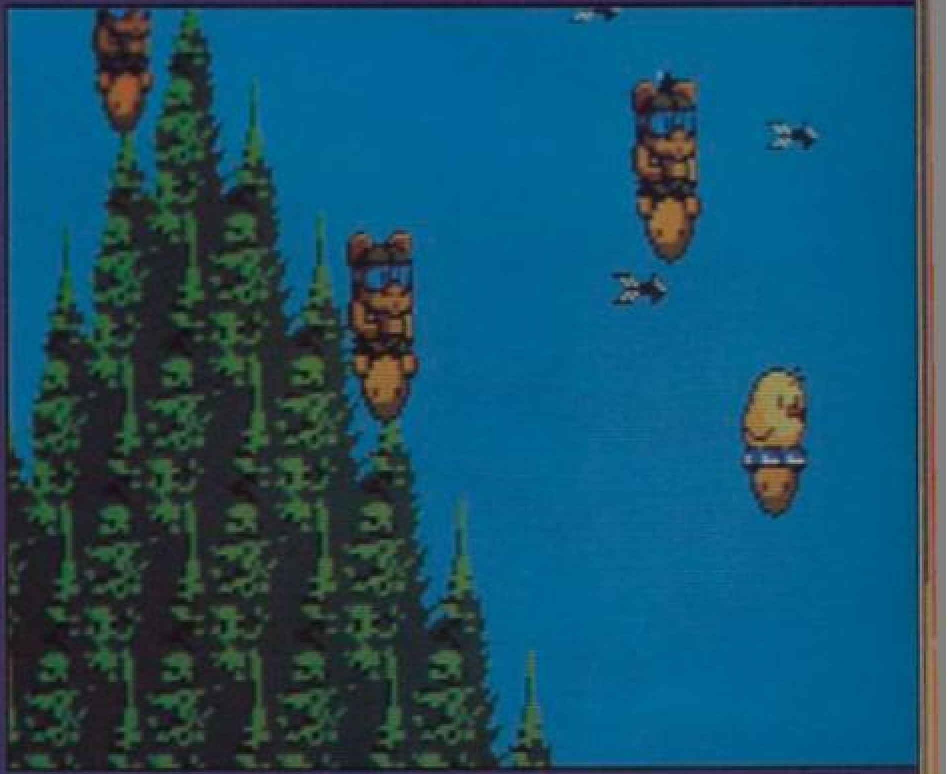


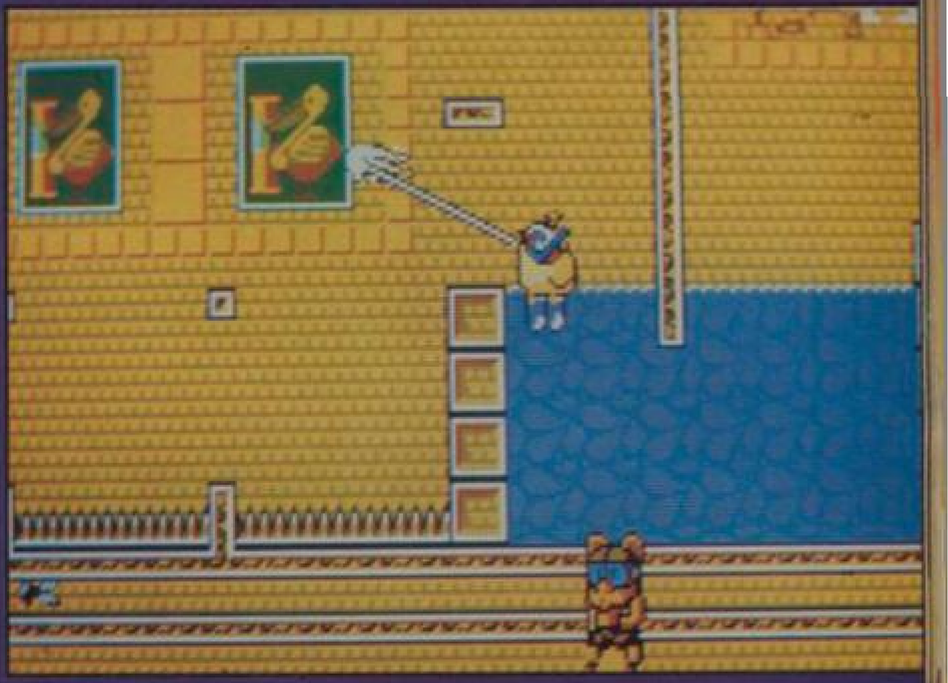
| AMIGA | £24.95 |
|---|---|
| GRAPHICS | 89% |
| SOUND | 88% |
| VALUE | 81% |
| PLAYABILITY | 86% |

*A superb game in every respect. Ranks alongside Bubble Bobble and PacMania in the Amiga coin-op conversion stakes.*

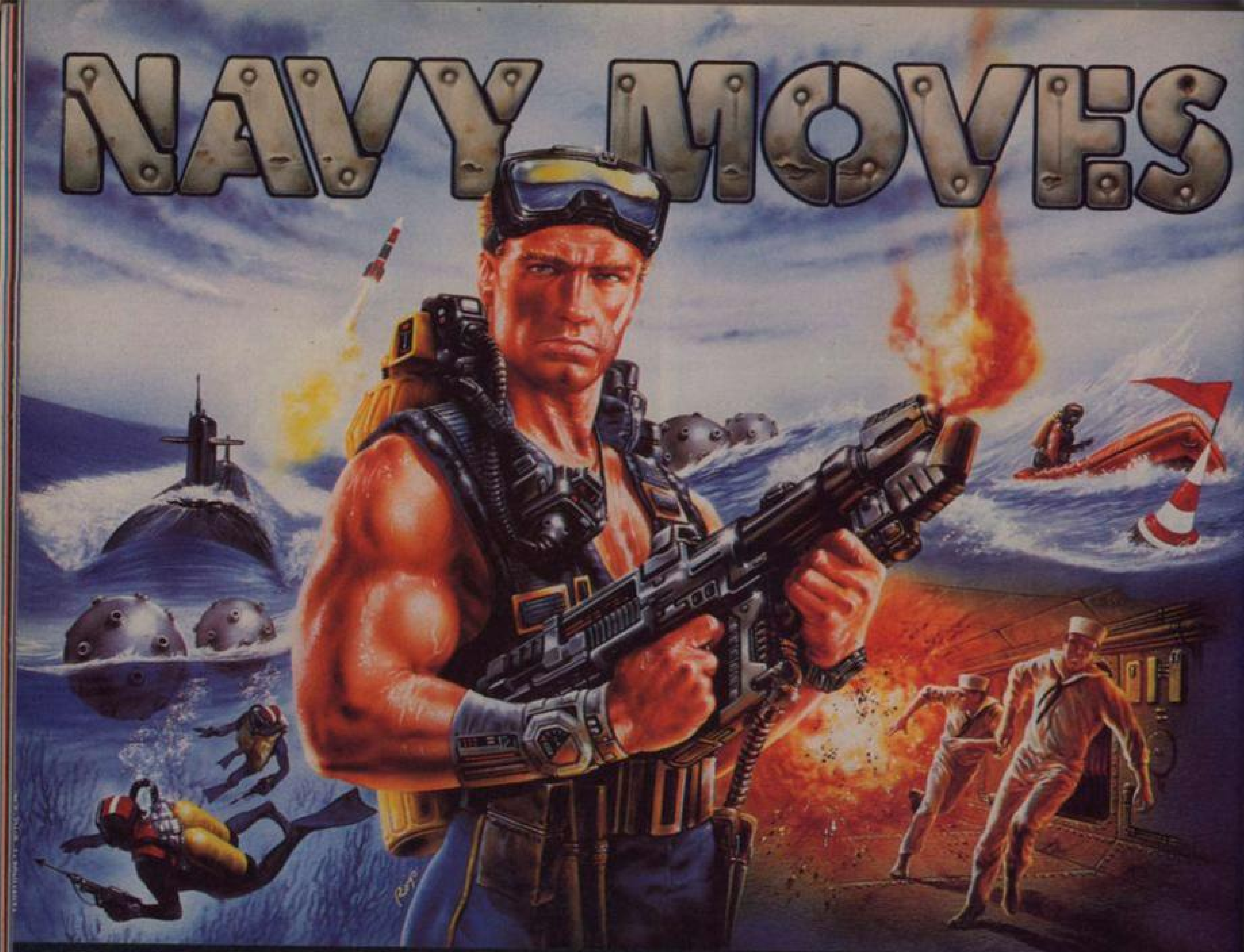
| OVERALL | 88% |
|---|---|

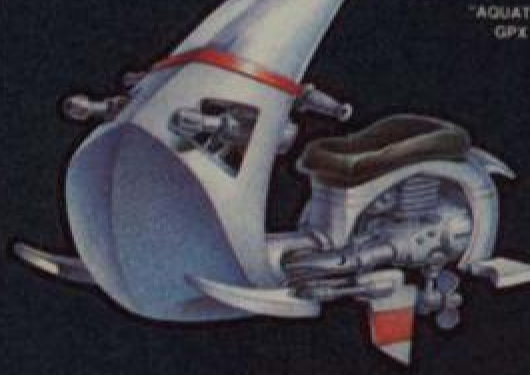




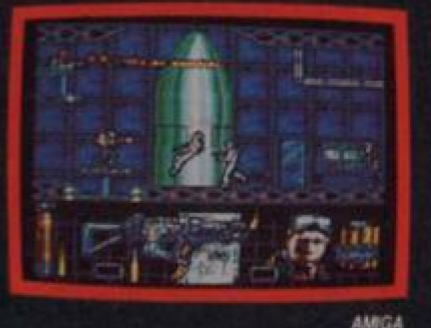


# NAVY MOVES



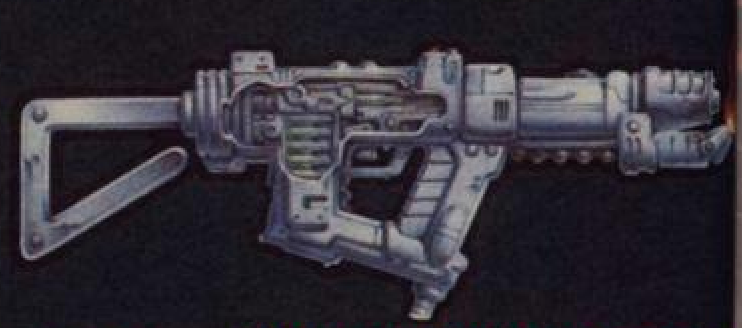


"AQUATIC"
GPX



AMIGA

FLAMMENWERFER FLAMETHROWER 5.56 mm. FA RIFLE



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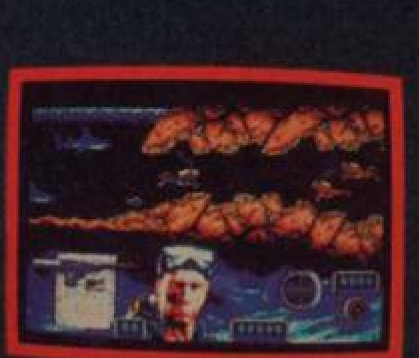
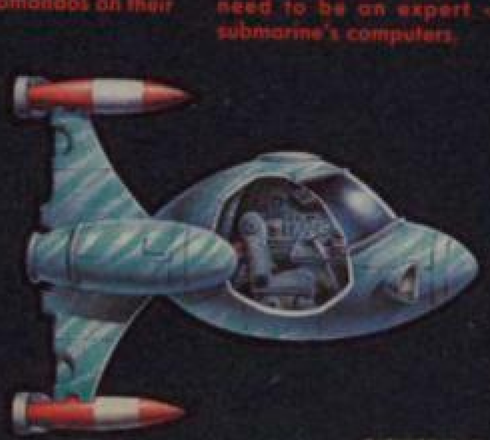
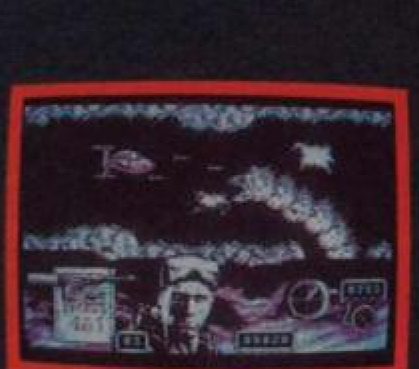


PC



BATHYSCAPHE



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# Software Classics

# COLLECTABLES

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Amiga, PC, Atari ST, C64/D

C64/128
Legacy of the Ancients
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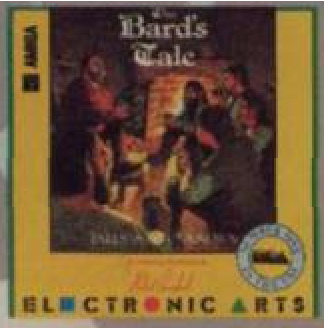
"9 Endurance, 8 Toughness, 8 Overall"—Commodore User

C64/D, NEW on PC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ELECTRONIC ARTS

**"Adventure Game of the Year"** – Computer Leisure Awards '88

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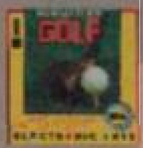

Amiga, PC, C64 C/D

C64 disk

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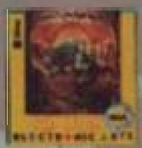

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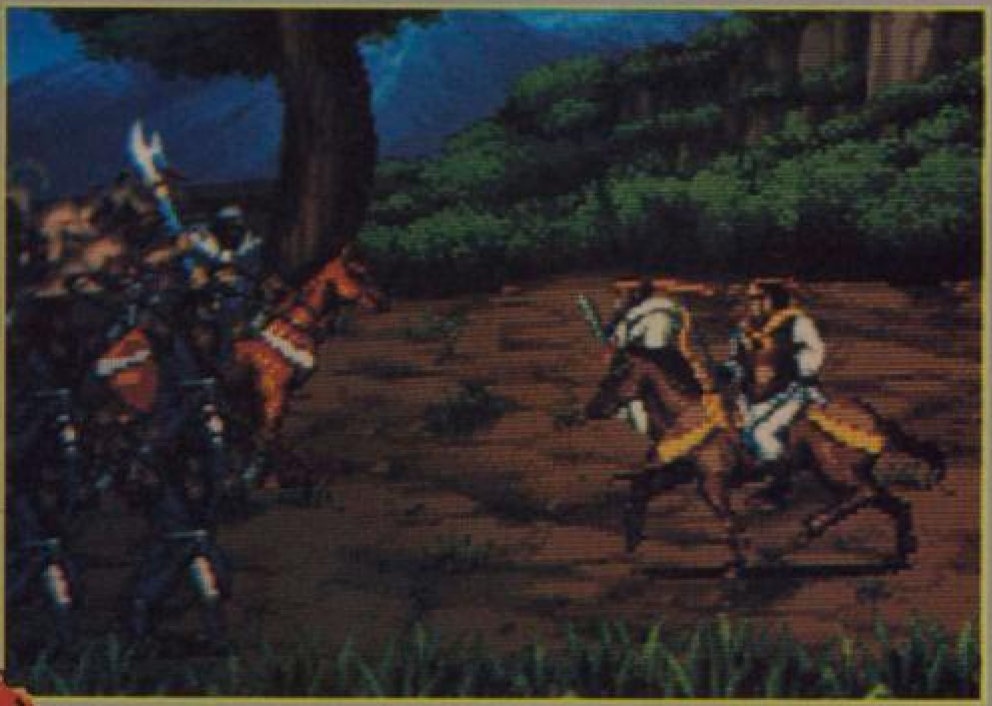
C+VG
ARCADE
ACTION

**What a great month for arcade games! The Legend of Hero Tonma is a brilliant new release from Irem. There's Dynasty Wars, Golden Axe — Sega's brilliant combat game, Night Striker, a great shoot 'em up, and Mechanised Attack, a new Operation Wolf game.**



# DYNASTY WARS

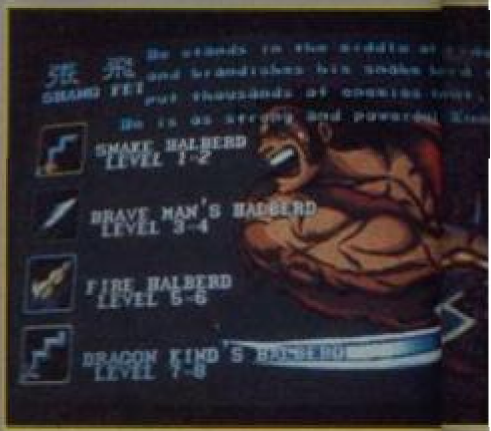
Sloping back into the past makes a great change from futuristic shoot and beat 'em ups. And back a few centuries is where you're going with Capcom's *Dynasty Wars*.

Back to the Han Dynasty — which, if you know your history is just after the Carrington Dynasty — where mighty wars were fought and great warriors rushed around on horseback.

First of all you (and a partner in two-player mode) choose one of four characters, and then the battle begins. The wars are fought over a variety of terrains — you start off, on horseback, in a rural village scene, where hordes of foot warriors attack.

The fighting action is unusual — you can only use your sword on one side of the horse, so to kill the enemy who are upstage, turn round the beast and swipe. It takes a while to get used to the controls, but once you've got the hang of them it's simplicity itself.

Later, an ancient catapult blocks your way, and getting close enough to get rid of its operator is a bit of a pain. He's a nimble character and very good at dodging. Next comes a barge, where fireballs are thrown and barriers temporarily block your escape. Turn the tables and use the fire to help defeat your enemies.



Earthenware casks lie strewn throughout the game and when ridden over release globes which are grabbed for extra points. Then onto the palace courtyard where monstrous balding slaves swarm to unseat you.

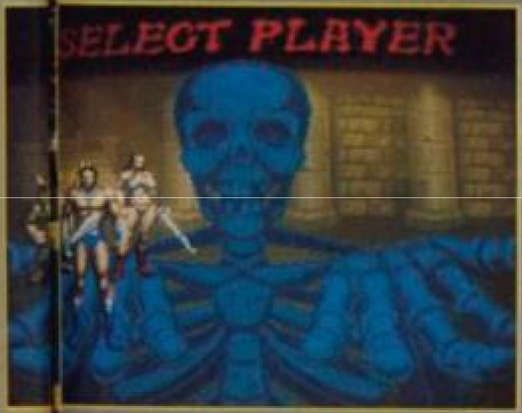
The graphics between each level are fabulous, with cartoon-style pictures which unfortunately aren't always matched by those in the rest of the game. Still it's an original and enjoyable game and is a change from the myriad of clones that are currently around.

| | |
|---|---|
| GRAPHICS | 70% |
| SOUND | 82% |
| VALUE | 70% |
| PLAYABILITY | 89% |
| **OVERALL** | **78%** |

# GOLDEN AXE

A choice of three heroes, a two-player game and enough fighting and magic to satisfy everyone. Golden Axe is the game everyone wants to play.

You take control of either Gillius Thunderhead, a squat Viking figure, Tillis Flyer or the Axe Warrior. Each has special properties: the first uses Lightning magic, the second commands Fire magic and the third Earth magic. Each accumulates different strengths as you travel into the game.



To get some spell casting power you attack the thief who drops a phial of magic in panic. There's a huge rush to be the first to pick it up. As the thief often turns up in the middle of battle, the scramble to get him can be hilarious. . . and fatal.

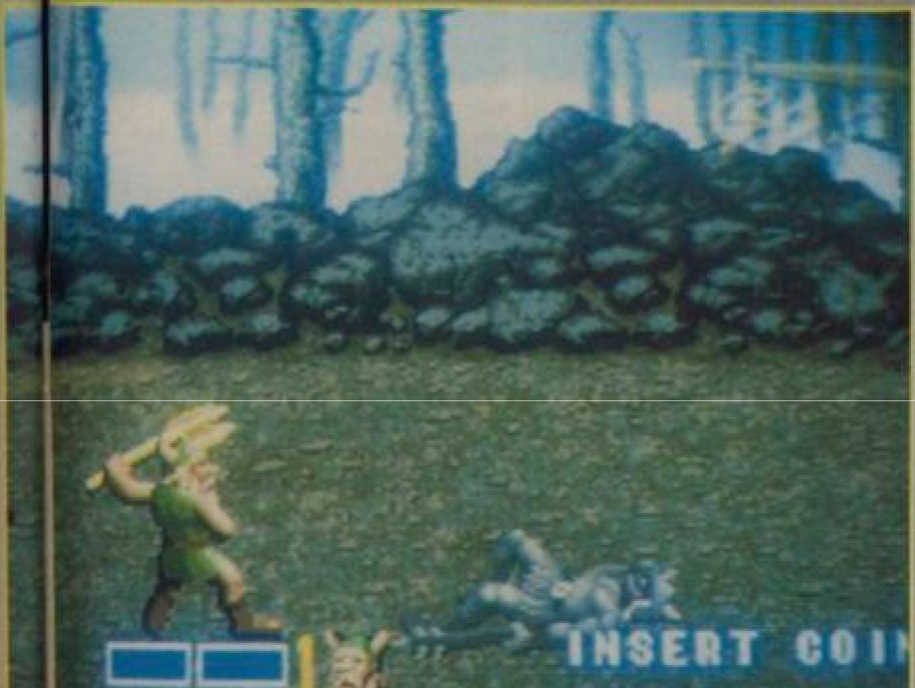
The enemy come in all shapes and sizes from saber-wielding skeletons, grotesque humanoids and a number mounted on dinosaurs and monster chickens. When you find a mounted enemy, kill him as quickly as you can — his steed squats down and you can mount it to continue your attack. Some mounts breathe fire, others have a fatal whiplashing tail, and all can be used against your attackers.

Sega's *Golden Axe* is definitely a game which works best with two playing at once. Like *Gauntlet*, you work as a team and help each other as best you can. Calling your magic is simple — a press of the button and the ground is shattered by forked lightning or fire.

The background graphics are suitably primitive, with desert scrubland turning to woodland, caverns, chasms to jump and so on.

Another winner from Sega, and one which seems to be exceeding popular at the moment. Have a bash at this one as soon as it reaches your local arcade.

| | |
|---|---|
| **GRAPHICS** | **78%** |
| **SOUND** | **75%** |
| **VALUE** | **75%** |
| **PLAYABILITY** | **88%** |
| **OVERALL** | **80%** |



OK!
INSERT
COIN

# MECHANIZED ATTACK

You've played *Operation Wolf*, you've seen *Operation Thunderbolt* and now SNK joins the club with an excellent play-a-like, *Mechanized Attack.*

Like *Op Thunderbolt*, there are two guns mounted on the front of the cabinet and as far as the style of the game goes it's pretty much the same. Just pump in your money, curl your finger round the trigger and let fly.

You start off on the high seas being attacked from all directions. First come the choppers, flying in low and letting rip with air-to-ground missiles. Shoot these out of the air if you can, as getting hit seriously damages your future. And just as you're getting used to this flying stuff, up pop some divers, right in front of you.

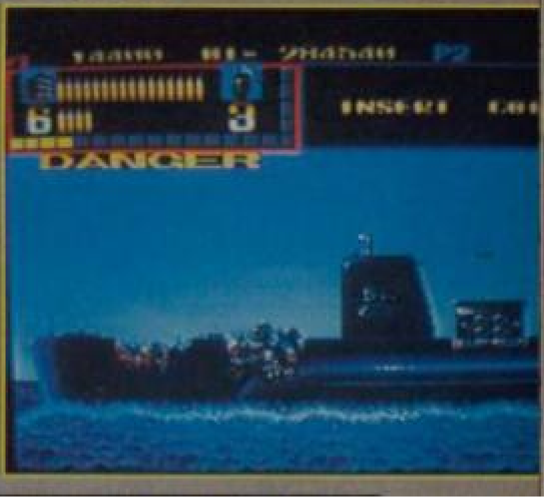
These have to be knocked out immediately as their firing range is so close. Next come motor launches bristling with the enemy, grenades and machine guns.

What this game is all about is the ability to target the right bad guys quickly take 'em out and move on without so much as breathing.

There are bonuses to help — energy potions, extra grenades, rockets (which have a smart bomb effect), magazines of bullets and a medical pack. Just shoot these and carry on.

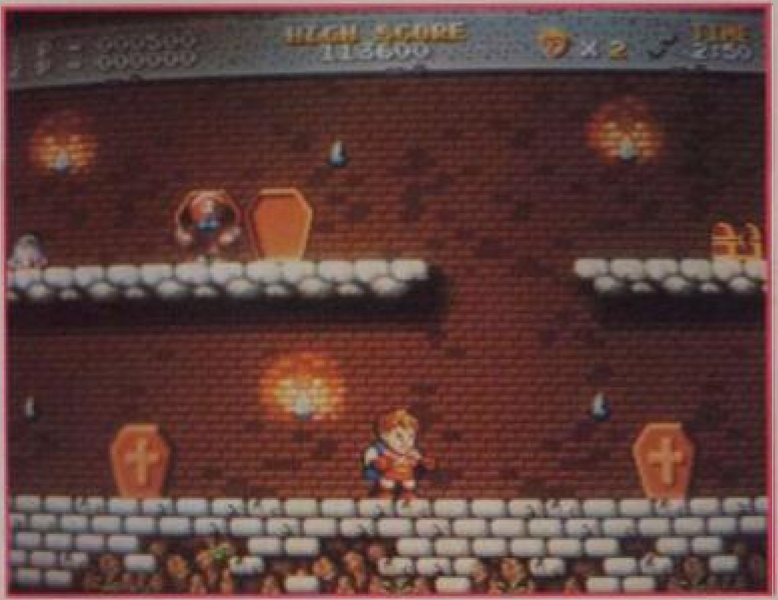
Later levels take you to a POW camp, a jungle clearing and into a subway rail junction. This is another new-style scene not seen previously and is extremely difficult as trains hurtle towards you and the enemy leaps out from behind railway carriages to let rip.

As with all its predecessors, Mechanized Attack is a great shoot 'em up. It's been done before, but nonetheless the excellent graphics and rousing sound effects make it a game worth playing.



| | |
|---|---|
| **GRAPHICS** | **88%** |
| **SOUND** | **85%** |
| **VALUE** | **80%** |
| **PLAYABILITY** | **75%** |
| **OVERALL** | **80%** |

C+VG
ARCADE ACTION



# NIGHT STRIKER

Play vigilante-of-the-skies in Taito's latest thriller — Night Striker. There's trouble in the city. . . all is still, yet you know the forces of darkness are awake. Leaping into your space age cruiser you take off to patrol the night city.

And then everything lets rip at once. There you are zooming down a lonely street, neon signs flash by as you cruise past, when over the horizon comes the first wave of enemy planes. Pull up on the joystick, your cruiser rises up and the ground flashes past as you zoom into attack.

*Night Striker* has the same sort of controls as both *Galaxy Force* and *After Burner* — a joystick equipped with fire button.

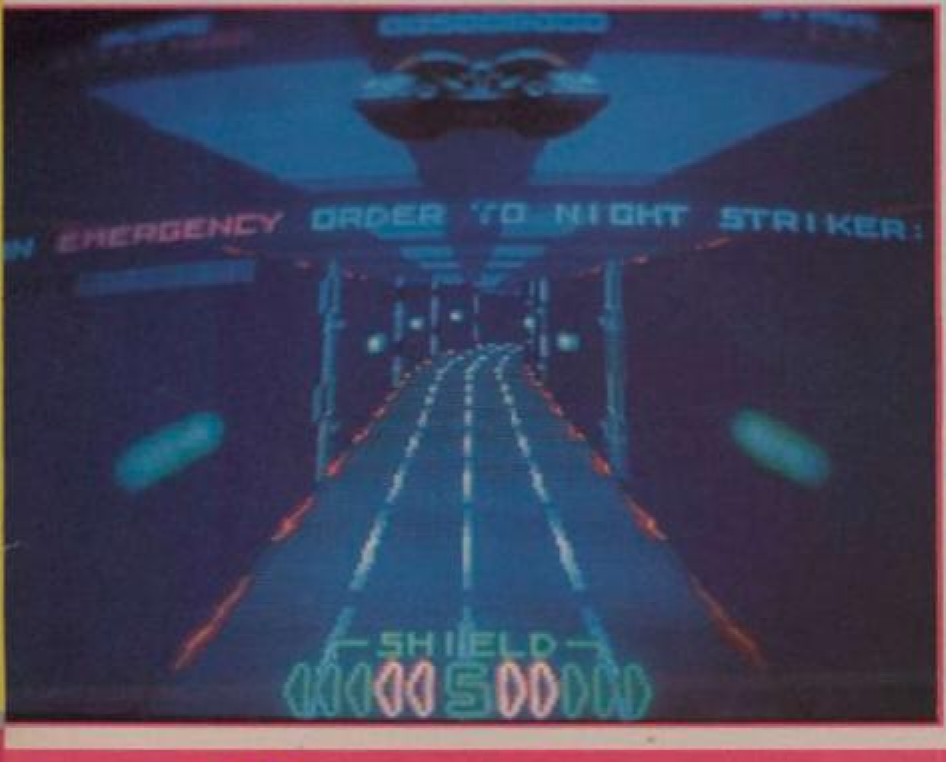
The first attack is just a warm up. Things soon get really crazy, with choppers joining in the battle attacking from both directions — watch your back carefully, a rocket up the tail is no joke. Luckily you have an infinite source of fire power and your blue canon fire streaks across the screen, smashing everything it hits. At the end of this stage you take on a huge truck which always manages to keep just in front of you. It lifts its back flap and out pours a steady stream of decimating fire balls. Dodging this lot is hairy and the only way to stay alive is to pump the truck full of lead.

Next up is a tortuous tunnel. Here, the game resembles *Galaxy Force* as you twist and turn down the narrow corridors. Hit the walls and sparks fly. Aliens pop up and there's nowhere to run. Just keep firing until you come to the first junction. Turn either left of right for the Sea or the Factory. I chose the sea, but to get to it you have to test your nerves through a deviously designed tunnel of sliding partitions.

These block off whole sections of the tunnel, both horizontally and vertically. And just as you've positioned your cruiser to scrape through the narrow passage, the partitions move across and. . . BLAM! You're seeing stars. Too many crashes and your shields disintegrate.

The graphics are just beautiful and will be very hard to follow on a computer conversion.

*Night Striker* is a must-play. It's fast, furious action all the way and has no learning curve. Just shove in your money and get ready for a thoroughly satisfying blast.



| | |
|---|---|
| GRAPHICS | 88% |
| SOUND | 75% |
| VALUE | 75% |
| PLAYABILITY | 90% |
| OVERALL | 87% |

# LEGEND OF TONMA

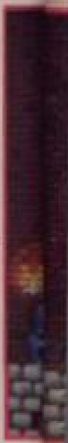
A great little cartoon frolic from Irem comes in the shape of Legend of the Hero Tonma. With such a long title you'd expect the hero to be statuesque and musclebound. Instead you get a cute little figure sporting a little blue cape. More Robin than Batman.

Tonma is a game of many parts and many sections, each of which needs a key to pass through. The whole thing is lighthearted and portrayed in cartoon style. The baddies are hardly bad — little devil figures, skeletons running around and ghouls creeping back and forth in Grim Reaper cloaks.

000900
000000
HIGH

You either blast things to little pieces with you weapon (fnar, fnar) or, if you can't shoot it, jump over it instead. Jumping plays an important part in the game. The more you press the jump button the higher you go, and jumping onto an enemy's head seems to get you higher still. Just as well, as there are platforms to leap on to collect a number of bonuses — extra bullets, an old map, mortar and gold.

At every stage there is something to win. Treasure chests spill out coins, and 'P'

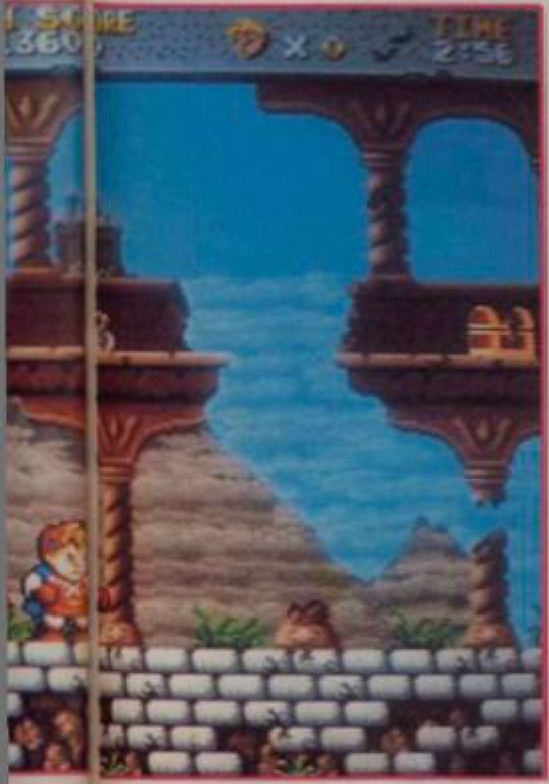


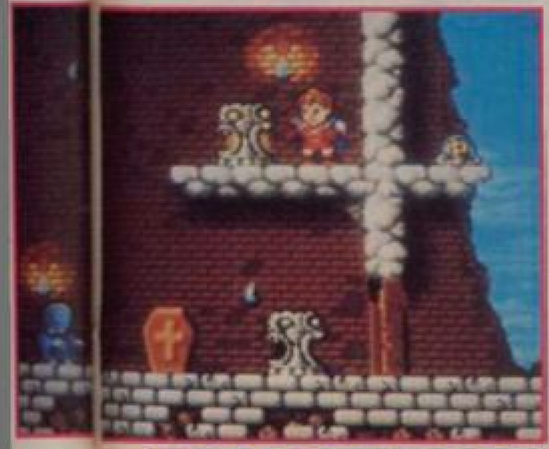
# OF HERO

and 'B' symbols offer extra weapons and shields. Should you get hit, your character disappears in a puff (probably in a huff as well) and down flutters the cute little blue cloak.

The scenes seem to get better and better as you travel through the game. But despite the adventurey plot this is still a test of dexterity, dodging and quick shooting.

There are loads of scenes some of them need a fair bit of reasoning to complete. In fact it's a thoroughly enjoyable



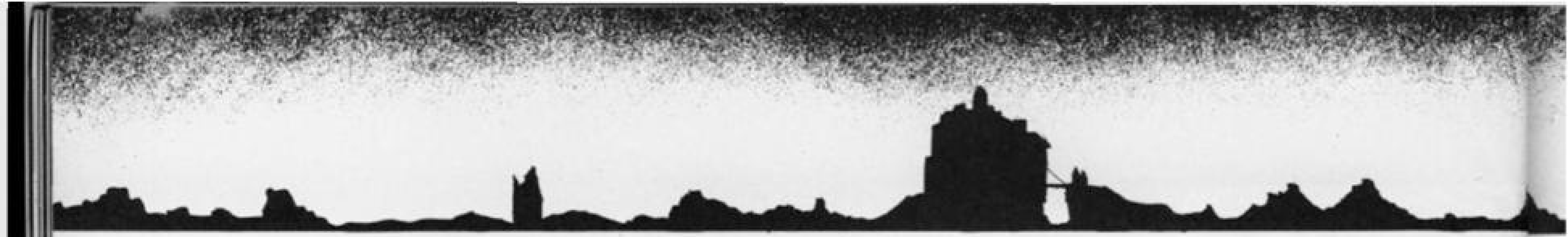


| | |
|---|---|
| GRAPHICS | 85% |
| SOUND | 80% |
| VALUE | 80% |
| PLAYABILITY | 89% |
| **OVERALL** | **85%** |

**Welcome to the Official UK Arcade Highscore table, where Britain's greatest arcade aces get the chance to show off their top scores. If you're a potential champ and can score even higher than the players below, why not send in your scores on the back of a postcard or sealed-down envelope to: ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action tips special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software packages for the best tips — so get writing. Send your stuff to ARCADE TIPS at the address above, and don't forget to state which computer you own.**

**1942**
12,110,830 Colin McWhirter (CMC), Ballymena, N Ireland.
**AFTERBURNER**
18,973,210 J Wallace (JAU), Staverly.
**ALIEN SYNDROME**
843,010 Colin McWhiter, Ballymena, N Ireland.
**ARKANOID**
1,341,700 Chris Ford (CAF), Lancing, W Sussex.
**BATTLE RANGERS**
199,980 Wilson Lau, King's Lynn, Norfolk.
**CABAL**
2,390,000 David Lashley (TUF), London.
**CHASE HQ**
9,546,300 R Thompson, Tamworth.
**DARIUS**
4,245,600 Mario Kyriacou (MAZ), Canterbury, Kent.
**DOUBLE DRAGON**
999,999 Colin McWhirter, Ballymena, N Ireland.
**DOUBLE DRAGON II**
201,040 Colin McWhiter, Ballymena, N Ireland.
**FLYING SHARK**
1,602,100 Mario Kyriacou, Canterbury, Kent.
**FORGOTTEN WORLDS**
4,949,800 Gary Harrod (GAZ), Poole, Dorset.
**GALAGA 88**
1,362,070 Chris Ford, Lancing, W Sussex.
**HELLFIRE**
278,000 Julian Rignall (JAZ), Brightin.
**HOT CHASE**
270,540 Alex Ware (AKW), Shenfield.
**NARC**
2,780,900 Julian Rignall, Brighton
**NEMESIS**
1,376,400 Marios Kyriacou, Canterbury, Kent.
**OUTRUN**
56,011,310 J Wallace, Stavely
**OUTRUN TURBO**
1,971,570
Alex Ware, Shenfield.
**POW**
233,720 Colin McWhirter, Ballymena, N Ireland
**POWER DRIFT**
5,798,625 Morris Wilson (BMW), London.
**RASTAN SAGA**
1,081,000 Colin McWhirter, Ballymena, N Ireland.
**ROADBLASTERS**
1,560,000 Stu, Melton Mowbray, Leics.

**ROBOCOP**
4,590,100 Alex Ware, Shenfield.
**ROCK 'N' RAGE**
9,999,990 J Stevens, Cranfield, Beds.
**SAINT DRAGON**
940,370 Colin McWhirter, Ballymena, N Ireland.
**SHADOW WARRIORS**
203,900 Gary Harrod, Poole, Dorset.
**SHAO-LIN'S ROAD**
9,400,200 Chris Ford, Lancing, W Sussex.
**SIDE ARMS**
1,846,800 Mark Boreham (BAD), Sudbury, Suffolk.
**SPLATTERHOUSE**
272,000 Martin Deem (MJD), Portsmouth.
**STRIDER**
128,200 David Lashley, London.
**SUPER CONTRA**
10,596,000 Mario Kyriacou, Canterbury, Kent.
**SUPERMAN**
5,264,700 Gary Harrod, Poole, Dorset.
**TETRIS**
172,600 Julian Rignall, Brighton.
**THUNDERCROSS**
3,773,360 Craig Ross, Falkirk.
**TOOBIN**
10,550,495 Martin Deem, Portsmouth.
**TRUXTON**
1,883,090 Gary Harrod, Poole, Dorset.
**VINDICATORS**
619,100 Huo Li Lam (DRY), Leicester.
**VULCAN VENTURE**
945,650 Colin McWhirter, Ballymena, N Ireland.
**WARDNER**
12,025,275 Paul Stokes (PJ), Aberdare.



# AD

**Welcome to Adventure Helpline, this month we've got loads of clues and news of some tasty home grown software!**

After some months on a strict diet of Sierra animated adventures (and in large portions they can lead to constipation of the mind) Infocom has come out of hibernation and given us a real feast!

Zork Zero from Steve Meretsky lives up to all hopes and expectations. It is one of those adventures that makes me resent having to stop playing and write about it, because I just don't want to leave it alone! Despite its built in clues, it takes a lot of replaying to get it all together, for saved games from the first play-through will almost certainly be too flawed to take the game to completion!

In the same month, Infocom has branched out into the role playing sphere, with *Battletech*, written out of house, and Marc Blank's *Journey*, described as a 'role playing chronicle'. Marc Blank, of course, was co-founder of Infocom, and co-author of the original *Zork* trilogy, along with Dave Lebling.

Infocom's excursion into graphics has been done tastefully, and is rumoured to be making Magnetic Scrolls rethink their front-end. But then, Magnetic Scrolls would never be caught on the hop, I'm sure. Just ask yourself the question: Why are we currently in such a long Level 9, too, will soon be releasing a new adventure, *Spook*, and they too are taking the plunge into RPG, with their first due shortly.

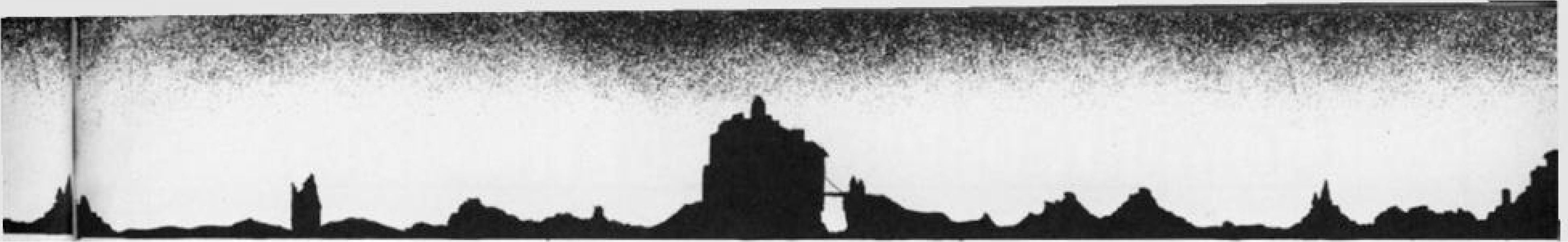
And now the bad news. The Adventurer's Club seems to be going through one of its funny phases. At least, I hope it is only that, for at the time of writing, there are an awful lot of members out there with outstanding time on their annual subscription who are not receiving their bi-monthly Dossier nor getting any other kind of service from ACL.

An answerphone message advising members that the offices would be closed until the third week in April, was replaced during the first week in May with an unanswered ringing tone. A mystery even to the ACL honorary President elect myself. So don't send subscription renewals or money for mail-order software until I report better news. A disappointment, this, coming as it does just after the most successful Golden Chalice Awards presentations, an event held at a prestige London venue.

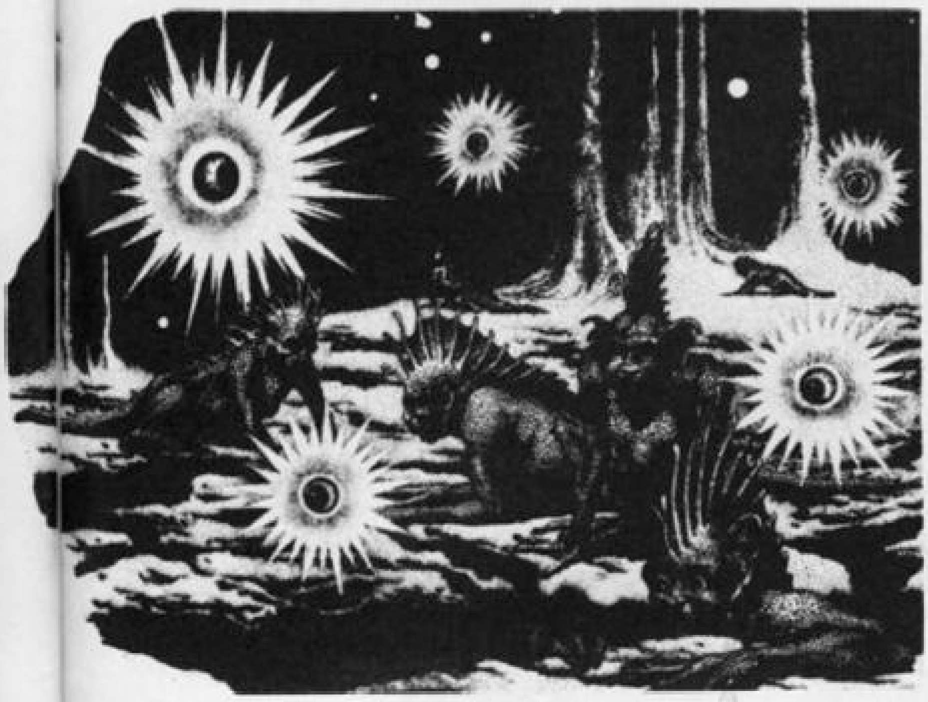
So for the moment at least, I must regretfully withdraw my regular prize of a year's free subscription to the most helpful reader of the month, and apologize to those two or three people whose prize has been promised, and not yet fulfilled.

## ADVENTURE HELPLINE

Michael Grell has come to my rescue with the whereabouts of that exclusive gem in *Space Quest 2*. Where is it? Simple if you read the clue section! But it does underline my point that Sierra games tend to lack those innocent little clues written into the computer responses, which, given time, register with the player and put him on the right track.



# VENTURE



"Also, I read your review of *King's Quest IB* and the pictures on page 70 are not from KQ4, but from SQ2!" adds Michael. Well done Michael, you spotted the deliberate mistake! (Well, that's my story, anyway . . .)

C. Mayer of Camborne has completed *Jinxter*, *Fish*, *Bard's Tale*, and *Ultima IV*, and so not without reason, considers himself to be 'at least adept' at adventuring. But one game that has really caused him to grind to a halt is Sierra's *Manhunter*. After completing day three, Mr. Mayer was called home. The next morning, day four, the signal he was given to tag was his own! So his question is — what on earth should he do about it? I know the answer from a reader's solution and it appears in the clues section. But can someone tell me how you discover this?

Is there anyone, but anyone, who can help out Tysen Woodlock. Tysen wants to know *exactly* how to use the Diamond Computer Network in *The Sydney Affair*. Hey, wait a minute, this seems more than just a coincidence — Tysen lives in Diamond Creek, Victoria . . .

Tomas Motos Lopez comes from Valencia, where he is through part 1 of *Jack The Ripper*. Now he is in need of help to get into part 2. Tomas has managed to get up, but doesn't know what to do with the things in the attic, upstairs from the bedroom.

David Monk, who used to live at Woodford Bridge in Essex, had spent the last three years locked up in the Asylum. If he hadn't been mad when he entered, he would be by now! Is the mirror any use? Why does Dr. McCoy keep throwing him out? All Emmit says is 'I wish Andy was here.' "Who is this Andy?" asks David.

Finally this month, Bent Dahl from Drammen in Norway is languishing in *Shadowgate*, trying to find the Staff Of Ages. Where can it be? If you know the answer to this, or any other of the problems mentioned here, drop me a line at the *Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

## HOME GROWN ADVENTURES

The home-grown adventure market is still thriving! As well as providing a software lifeline for 8-bit adventures, home grown adventures are now, with the help of the ST Adventure creator, moving into the 16-bit arena, offering hopes of some cheaper titles than we have seen of late.

*The Jade Stone* is a Spectrum oldie from Marlin Games, now rewritten and enhanced for the ST. It has some small but Mag Scrollish graphics which are held in memory and therefore display instantly. It also has a nice turn of phrase in the text, of which you get plenty.

In *Jade Stone,* Mallumo, a second rate sorceror, is planning to invade Lord Senidea's kingdom. Since Senidea is your father, you fiance rushes off to deal with the villain. But before long a messenger arrives. It seems Mallumn has imprisoned the young hothead and demands either you or your father's lands in exchange for his return.

Meanwhile, a talk with Sajo, one of the King's advisers, eleicts the information that the only way of defeating Mallumo may lie with the Jade Stone.

There aren't many text adventures about nowadays, even for the ST! You could do far worse, and spend far more money, by passing this one up in favour of many a commercial offering.

A bit pricey for a home grown adventure, is *Shards of Time,* from Titan Games at nearly £15. A Time Crystal, the driving force of the Time Matrix Stabiliser, has been shattered into three pieces and each has been catapulted into a different era. As a result, the future in which you were born no longer exists. However, before this catastrophic event, you were encapsulated in a time bubble, with portals to each of the zones. Your task is to find the fragments and repair the Stabiliser, thus reverting your era back to its normal existence.

With disappointly few graphics, what pictures there are are reasonable, but not exactly pretty. The text, is well written and imaginative.

Finally, in *Immortality Rules Ok,* you are an avid folower of the Treasure Hunt competition in the Daily Crucible. Today you pick up the paper and suddenly, you have the answer! You know where to start looking for the ancient Amulet of Immortality a prize worth thousands!

Heading for the Yorkshire hamlet of Shoreham, the scene of the hunt, you find a checkpoint has been set up by the Crucible, where a helpful journalist rows you over the river. From then on it's up to you. To reach the amulet you must comb the area to discover the four digits that are the combination for the safe in the bank vault in which it is stored. Most of the play involves this digit hunt.

Not bad, overall. A fairly complicated if somewhat mundane adventure, with some nondescript graphics.

# Computachoice - Mail Order

## Computachoice Top Twenty

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| 3 | Robocop | (Ocean) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
| 4 | Afterburner | (Activision) | 17.47 | 17.47 | 6.97 | 6.97 | 6.97 |
| 5 | Populous | (Electronic Arts) | 17.47 | 17.47 | N.A | N.A | N.A |
| 6 | Real Ghostbusters | (Activision) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
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| 10 | Running Man | (Grandslam) | 17.47 | 17.47 | 6.27 | 6.97 | 6.97 |
| 11 | WEC Le Mans | (Imagine) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
| 12 | Falcon | (Mirrorsoft) | 19.97 | 17.47 | N.A | N.A | N.A |
| 13 | Barbarian 2 | (Palace) | N.A | 13.97 | 6.97 | 6.97 | N.A |
| 14 | R-Type | (Electric Dreams) | 17.47 | 13.99 | 6.97 | 6.97 | 6.97 |
| 15 | Renegade 3 | (Ocean) | 17.47 | 13.99 | 6.21 | 6.97 | 6.97 |
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| 17 | Lombard RAC Rally | (Mandarin) | 17.47 | 17.47 | N.A | N.A | N.A |
| 18 | Strip Poker 2 | (Anco) | 10.47 | 10.47 | 5.57 | 5.57 | 5.57 |
| 19 | Vindicators | (Tengen) | 17.47 | 13.97 | 5.57 | 6.27 | 6.27 |
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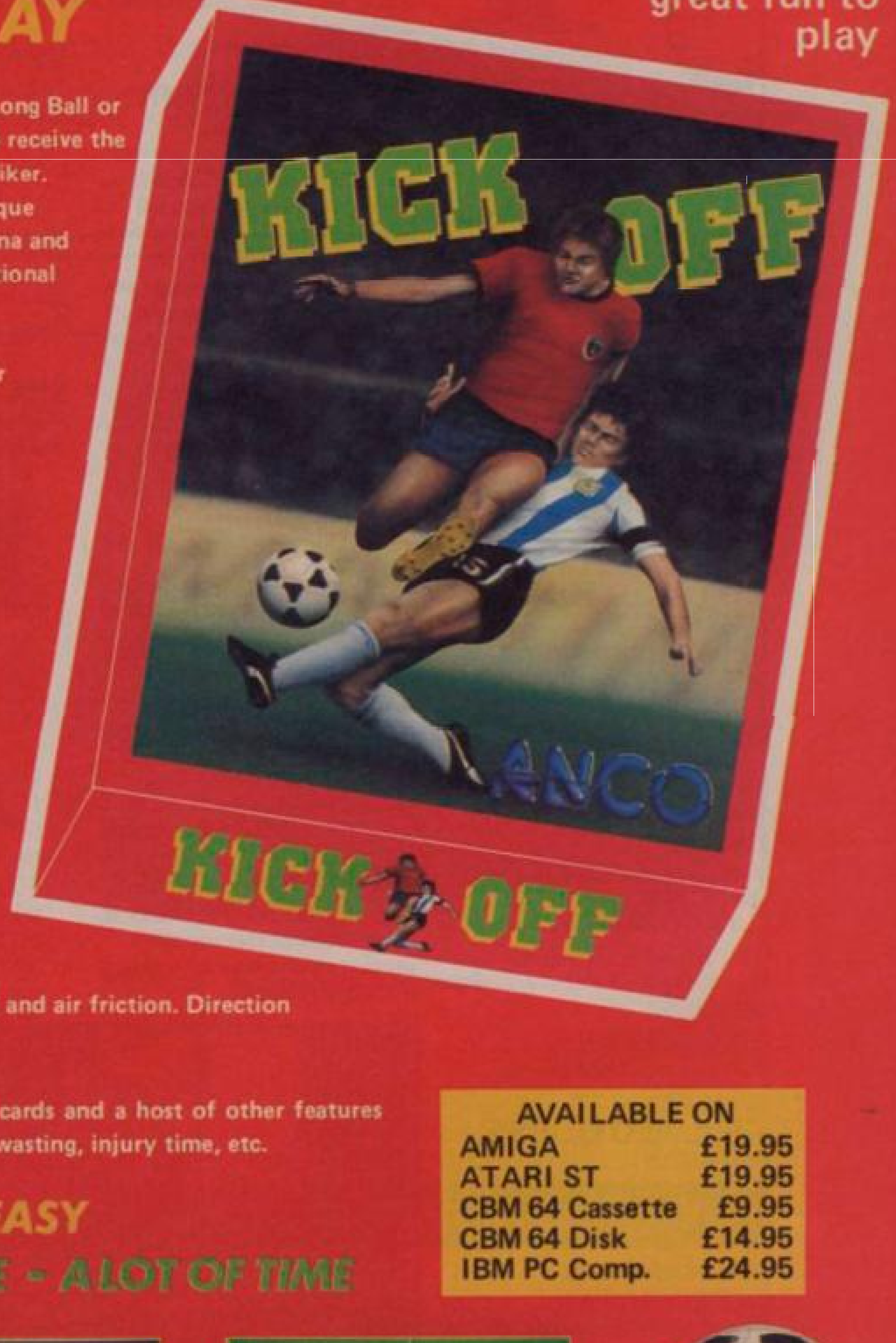

Whatever your style of play may be, be it playing the Long Ball or playing the Sweeper, your players will be in position to receive the passes, control the midfield and tackle an advancing striker. Each player on the field is an individual with a unique combination of four attributes - Pace, Accuracy, Stamina and Aggression. Watch out for the Brazilians at the International level, they are dynamite.

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* Amazing ball simulation takes account of the ground and air friction. Direction changing breeze at the higher skill levels

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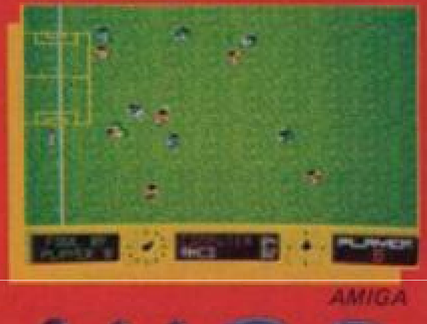
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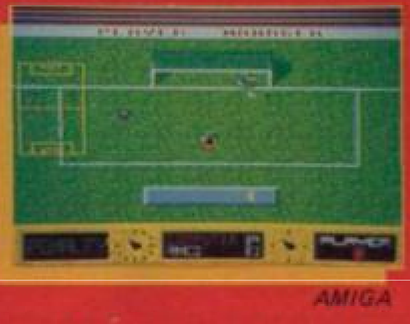
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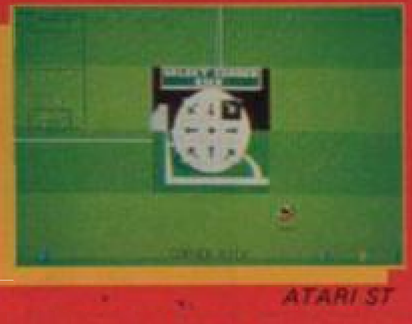
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# CLUES

A

Thanks for the help this month to Robert Goddard, Kidderminster; Tyson Woodlock, Victoria, Australia; Mario D'Atri, Buttrio, Italy; Michael Grell, Preston; and Marco Andreoli, Turin.

## CLASSIC ADVENTURE OF THE MONTH

Some of the problems that have been bugging players in this classic Magnetic Scrolls adventure.

## CORRUPTION:

*CASINO:*
*A book of matches will lead the way.*
*Chips will help you get in.*
*SAFE:*
*Listen carefully to it!*
*MARGARET'S OFFICE:*
*Listen in at 11.25!*
*CAR PARK:*
*Find a tool in the BMW glove compartment.*
*Use it to break into the Volvo.*
*THERESA'S OFFICE:*
*Get the key to David's office from her drawer.*
*BILL'S OFFICE:*
*Use your card to get in.*

## CHRONO QUEST

*KITCHEN*
*Examine the bottom left hand corner, to find the safe. Use the numbers on the piece of paper, to open the safe.*
*BEDROOM (NE):*
*Search under the bedside table for the paper with the combination on it.*
*CHAPEL:*
*Search the shelf to find candles, to get enough light to reach the time machine.*
*STUDY:*
*Just one thing needed from here!*
*BASEMENT ROOM:*
*Search near right hand lamp to find a switch. Put bannister post on bannister and then operate switch, to open the secret door. Remove bannister post before entering secret door. Search drawer for fuses.*
*TIME MACHINE ROOM:*
*Wear gloves and insert fuses, then pull switch. Get in machine, and use a punch card in the slot, before pulling the switch on the dashboard.*

## FRANKENSTEIN:

**To enter the Cabin:**
*Listen at the front door. Go west and wait, then enter the shed, opening the door very quietly. Look through the gaps three times.*
**To cross the valley:**
*Go to the blacksmith's shop, and hit the anvil with the hammer three times. Then ask Karl to give you a job. Buy a gun, some ammunition, and some food. Then go to the cable car, look around, and go north.*
**To find Karl:**
*Go to the church and pray, and say hello to the priest.*

## KING'S QUEST III:

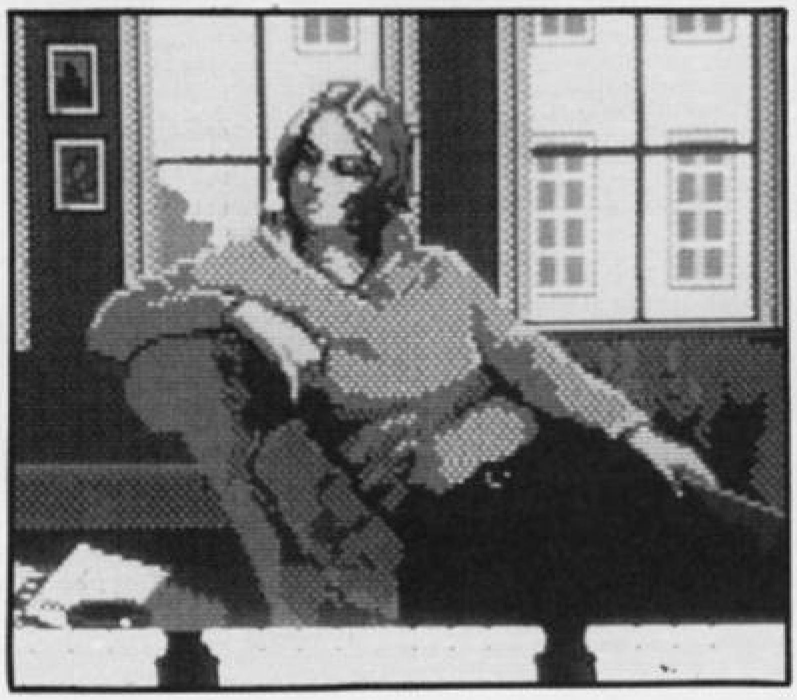
*To kill the Medusa, face the opposite direction and pont the mirror at her.*

## POLICE QUEST 11:

*To phone Steelton Police, go through the operator.*

## PROBLEM GAME OF THE MONTH:

**A closer look at this month's most troublesome adventures amongst readers:**



## TEMPLE OF TERROR:

*Throw a scorpion at the torture chamber door before entering!*

## WISHBRINGER:

*To pass the dog, look in the jacket pocket of the evil one, after freeing yorself and the princess.*

## VENOM:

*To enter the taproom, move a barrel as soon as the inn keeper enters. Open the trapdoor as soon as he leaves and climb done.*

## MANHUNTER:

*On the fourth day, go to Bellevue, and enter the corridor beyond Reno.*

## SPACE QUEST 11:

*Find the undewater cave in the swamp, and find the gem!*

Z

## ROLE CALL

**Paul McLean, already responsible for many fine blooms, was recently trying to grow an Allirian Rose. Dragon's blood is what the upcoming gardener needs, suggests Jim Laver, a green-fingered *Bard's Tale III* player. "Pour the blood on the bush without any blooms on it, just outside the city," says Jim. This will produce the Rainbow Rose, which should do the trick!**

**After last month's lowdown on Arboria in *Bard's Tale III*, this month it's *Bard's Tale II* that's all the rage. But more of that later. First, here's Adrian Duffy of Deeside with some observations on *Times Of Lore*.**

**"On the box, Origin state 200-300 hours of playing time. It took me a shade under 12 hours to complete. In fact, the only halfway difficult problem is overcoming the Abbot. A hint here: he may fear more than nightmarish monsters under his bed." And Andy's verdict on *Times Of Lore?* "It isn't bad, but it definitely isn't value for money, and it's not a patch on *Ultima 3* or *4*.**

**Andy has a problem, too. *"The tip you printed in answer to a letter was invaluable to me in finally destroying Khisanth, in Heros of the Lance.* But of what use is the Detect Magic spell? With it I've identified several pockets of magic which seem to be of no use whatsoever."**

**And now, with thanks to Marco Andreoli of Turin, Adrian Duffy of Deeside, Bent Dahl of Drammen, and Tomas Motos Lopez of Valencia, let's get stuck into *Bard's Tale II . . .***

**DARK DOMAIN (BEGINNER'S DUNGEON)**

***"Look at the spells of sorcerous kind;**
**Who's the master of the mind?" — MANGAR**
***To pass the double doors play the Bard's last song — No.7**

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# SUPER MARIO II

### BY NINTENDO

Question: how do you follow up a game that's considered by *many to* be one of *the* all-time classic video games, and that has sold a record figure of over 15 million copies worldwide?

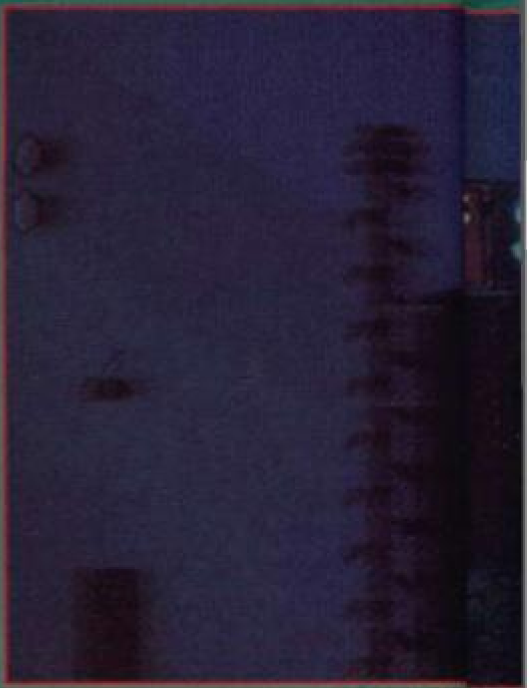
Answer: you just take the basic gameplay and improve it!

And this is what Nintendo has done with *Super Mario Bros II*. The end result is a game of classic proportions; a game that's so addictive, each copy should come with a government health warning!

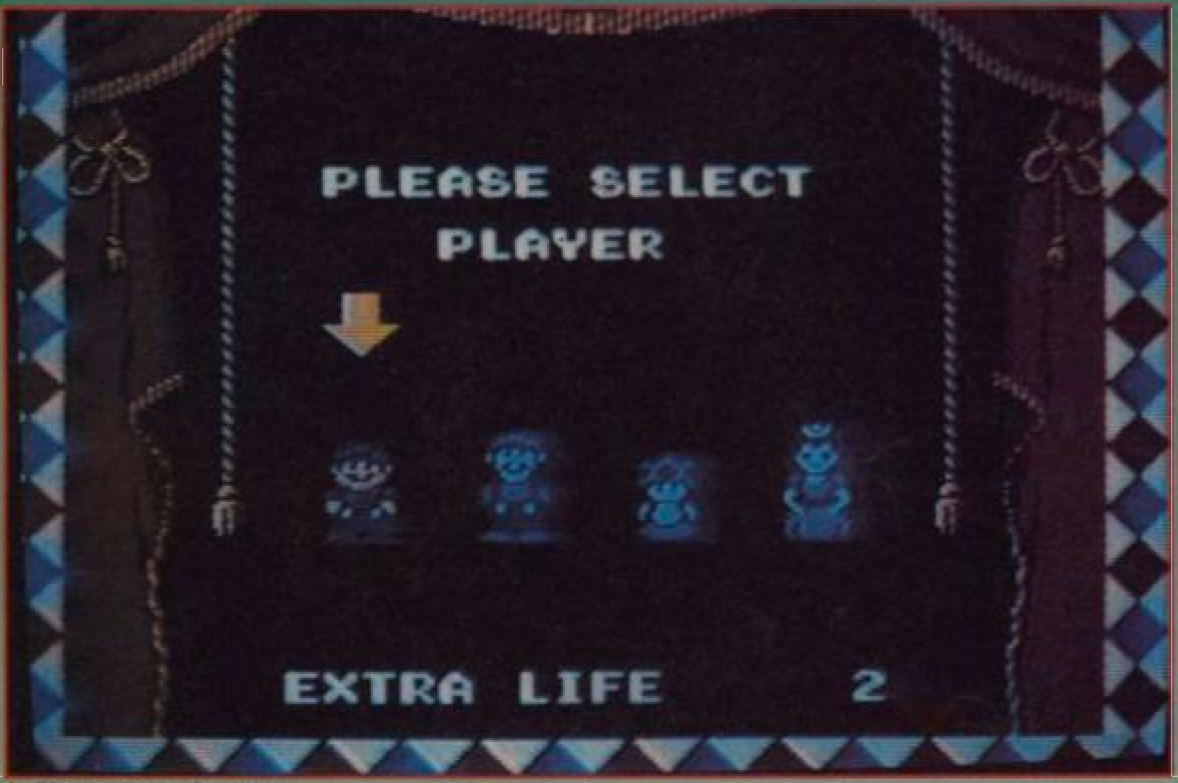
Before you start thinking, "Oh God, Rignall's gone off his rocker," hear me out and I'll explain. . .

*Super Mario II* is a scrolling platform game that features seven worlds, each split into four long levels. The objective is simply to reach the end of the last world and destroy the creature that resides there. To do this you need to run the gauntlet of a myriad of weird and wonderful creatures and destroy the little boss on every level.

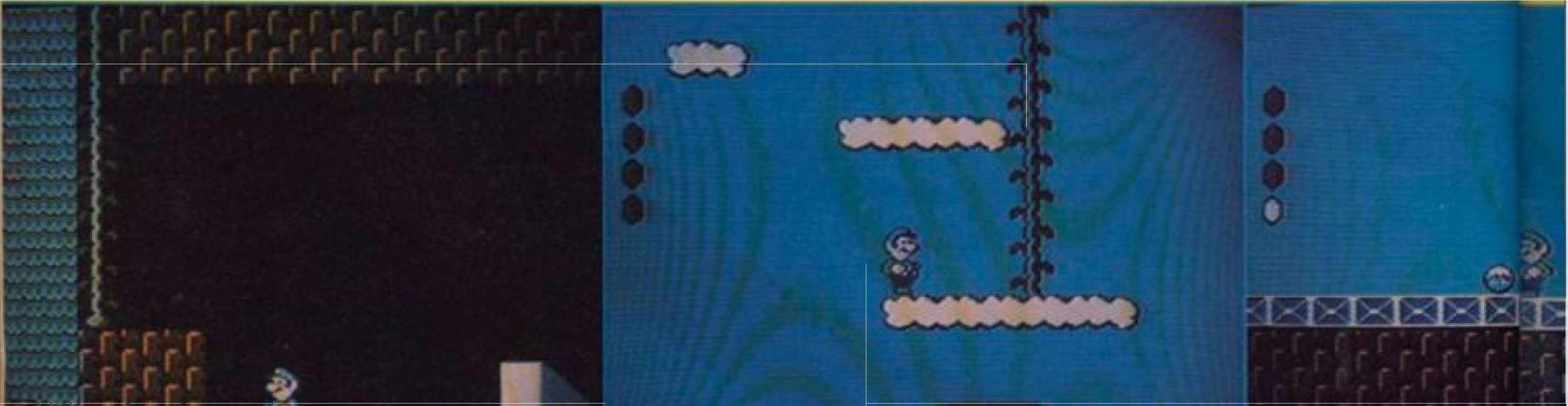
Each world has its own theme, which include grassy landscapes, icy wastes and deserts and there is an immense variety of baddies and items to kill and use — far more than *SMB I*.



▲ SM *brill*



▲ Choose your character.



SMB brilliant.

C+VG HIT!

At the start of a game you choose one of four characters: Mario, Luigi, Toad or Princess Mushroom. Each has his or her special abilities: Mario is a good all-rounder who is strong, jumps well and is a fast runner; Luigi is slower, has the same strength, but can leap tall buildings in a single bound (well nearly); Toad is slow and isn't a good jumper, but is very strong, and the Princess is slow and weak, but can float for a second and a half!

A new twist to *Mario II* is that the characters can pick up and carry objects. The landscapes are scattered with vegetation, and these can be pulled up, roots and all and bunged at a baddie. Characters can also leap onto the back of a marauding creature, pick it up and hurl it at his chums to kill them all!

Some flowers conceal items, like extra lives, clocks, bombs and rockets (which take you to other parts of the level). Magic potions are dropped to open secret rooms where power-up mushrooms and coins are found.

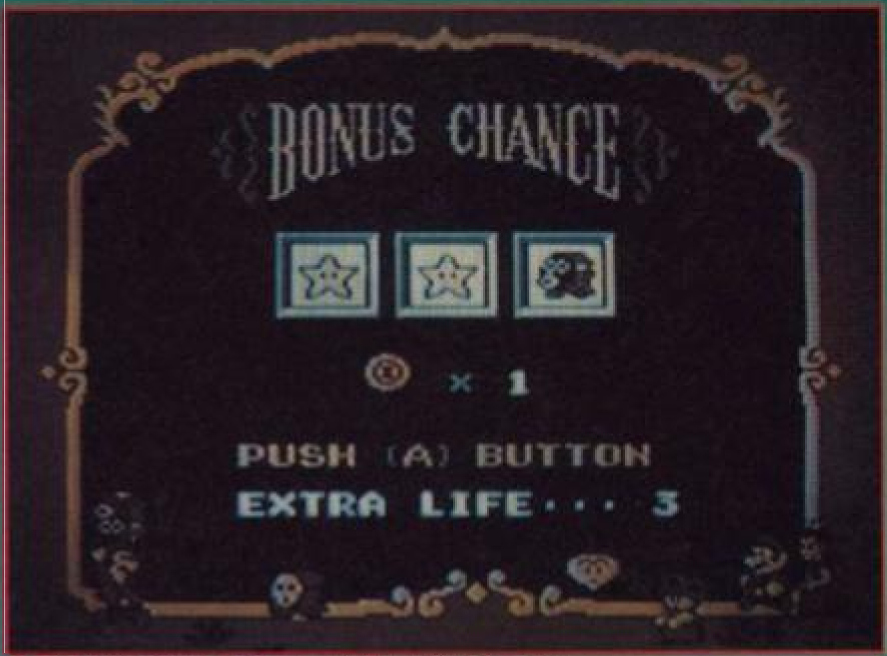
Naturally, there are more secret rooms, short cuts and warps than you can shake a mushroom at — but you have to find them first!

What makes *SMB II* so great is its playability. It packs in a multitude of suprises and unusual features, and combines it with challenging and unbelievably addictive gameplay. The difficulty level is set exactly right, allowing you to get just a little bit further every go, but with seven big and tough worlds to conquer, there's more than just a fortnight's play here — we're talking months to discover all the secrets of *SMB II*

The graphics and sound are also good, with humorous and nicely animated sprites (watch a character's expression as he or she pulls up a veg), jolly soundtracks and decent spot effects.

*Super Mario Bros II* is simply brilliant — you'd be a twerp if you miss it.

**JULIAN RIGNALL**



BONUS CHANCE

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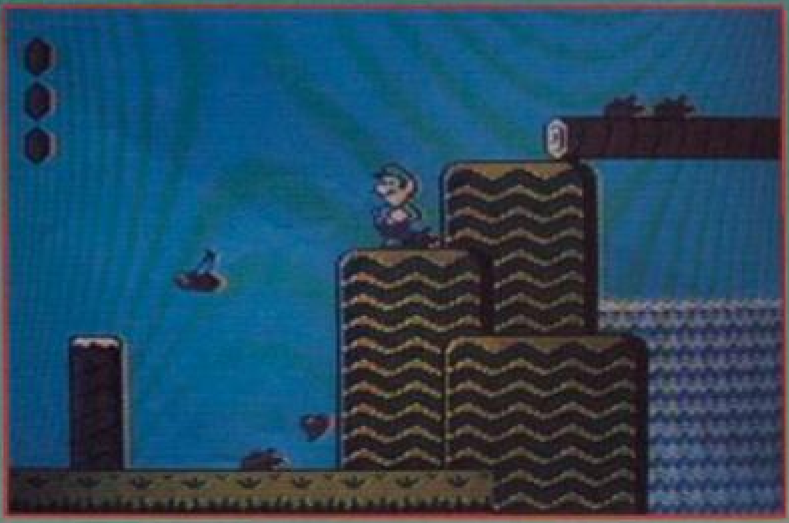
PUSH (A) BUTTON

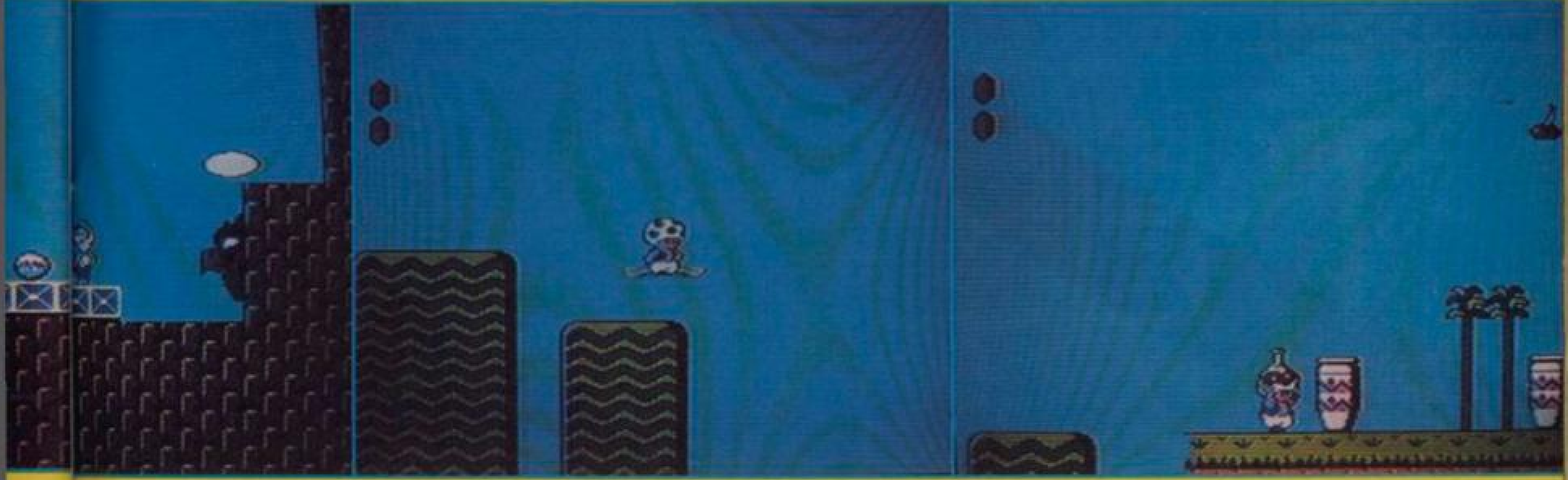
EXTRA LIFE · · · 3

▲ *Get extra lives with the end level fruit machine.*

▼ *The best platform game yet!*



| **NINTENDO** | **£29.99** |
|---|---|
| **GRAPHICS** | **81%** |
| **SOUND** | **78%** |
| **VALUE** | **89%** |
| **PLAYABILITY** | **98%** |
| **A stunning sequel which oozes class and playability. The best Nintendo game yet released — miss it at your peril.** | |
| **OVERALL** | **97%** |



# MEAN MACHINES

# MEGA COMP

If you're a regular reader of Mean Machines, and have been drooling over the PC Engine and 16 Bit Sega, but haven't got the spondoolicks to rush out and buy one, listen up - this could be your lucky day. 'Cos C+VG and newly-formed import specialists PC Engine Services have got together to bring you this brilliant Mean Machines competition.

There are three, yes THREE first prizes of either a 16 bit Sega or PC Engine. If you win, it's up to you to choose which one you'd like to have and to hold for ever and ever 'till death do you part.

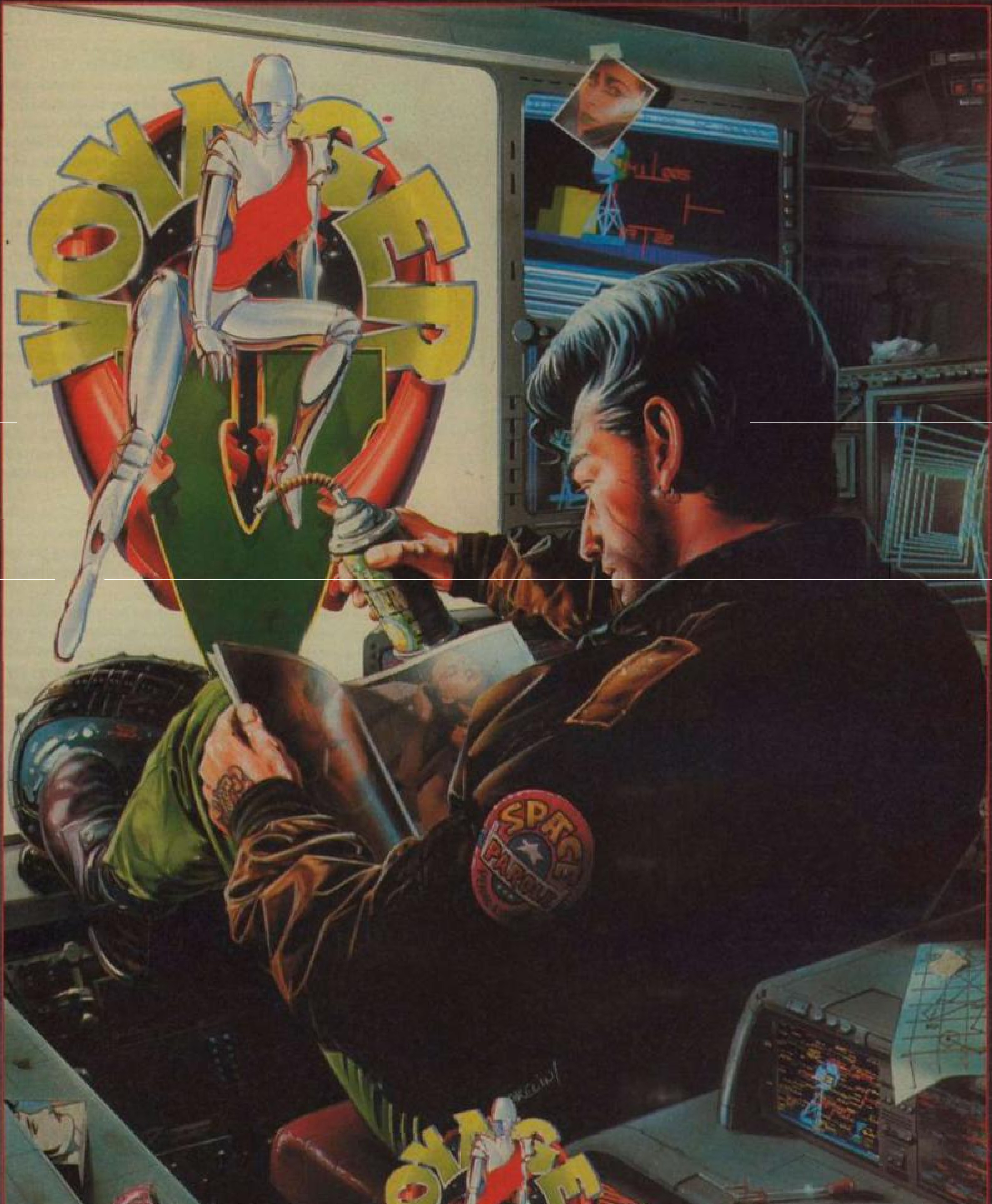
## QUESTIONS:

NAME TWO 16 BIT SEGA GAMES ..............
.........................................................
NAME ONE PC ENGINE CD-ROM GAME ..
NAME FIVE OTHER PC ENGINE GAMES ..
.........................................................
.........................................................
NAME .................................................
ADDRESS ...........................................
.........................................................
.........................................................
IF I WIN, AND I'M SURE I WILL, I WANT A PC ENGINE ☐ 16 BIT SEGA ☐ (TICK BOX)

Anybody ticking both boxes will have their entry thrown into the bin for being a clever-clever smartass.

So, what have you got to do to win one of these fab console doubries? Well, we just want you to answer the questions on the coupon below - if you're a regular reader of Mean Machines, you won't have any problem getting them right. Then stick the form in an envelope (you won't forget to write your name and address too, will you) and send it to: I WANT A MEAN MACHINE AND I WANT IT NOW, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure that your entry arrives before July 26, 'cos any entries received after that date will be ripped up and set alight.

IN 1977 VOYAGER II WAS LAUNCHED – INVITING ALL LIFE FORMS IN THE UNIVERSE TO VISIT OUR PLANET. GET READY – COMPANY'S COMING



Luke Snayles – returning to Earth after completing a 50 year sentence of "investigative exploration" is not a man you'd wish to meet. After half a century of solitude, he's bored and hungry. On Earth the gate crashers are about to arrive – they are the ROXIZ, but Snayles has got other ideas – no-one, but NO-ONE is going to spoil his home-coming party!

ATARI ST
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ocean

AMIGA
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Manchester · M2 5NS

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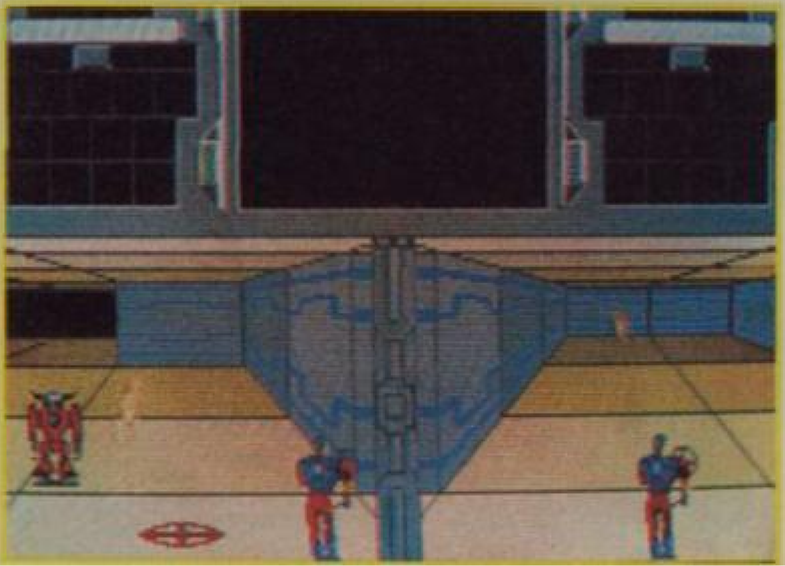


*A brilliant two-player blast.*

# XYBOTS

## BY DOMARK

Xybots is the second release of Domark's five-game licensing deal with Tengen that was signed at last year's PC Show; *Vindicators* being the first of the series, and *Toobin'*, *APB* and *Dragon Spirit* yet to appear.

The *Xybots* arcade machine wasn't exactly a smash, but it's a good game nevertheless. One or two players take control of a pair of space commandos and have to make their way through first-person 3D mazes packed with killer robots, which open fire on the player whenever the opportunity arises.

The game utilises a split screen display, so each player can wander off in a different direction — a useful tactic which prevents the commandos getting pinned down by gangs of marauding androids.

Above the two main screens is a map of the entire level, showing the location of the players, all robots, walls and the exit — very useful, so you can see exactly what's around the next corner.

Each commando has an energy total, which ticks down during the game, and also gets depleted whenever he sustains a blast from a robot. Extra energy capsules are dotted around the maze (their whereabouts displayed on the map), and in two-player mode there's always a rush to grab them first. Extra weapons to supplement the one-shot hand-held plasma rifles are also found, as well as coins. When both players reach the exit, items are displayed and can be bought with the coins — goodies include shields, extra shot power, wall mapper, robot mapper and danger indicators. If you're feeling particularly generous, you can even give coins to your partner!

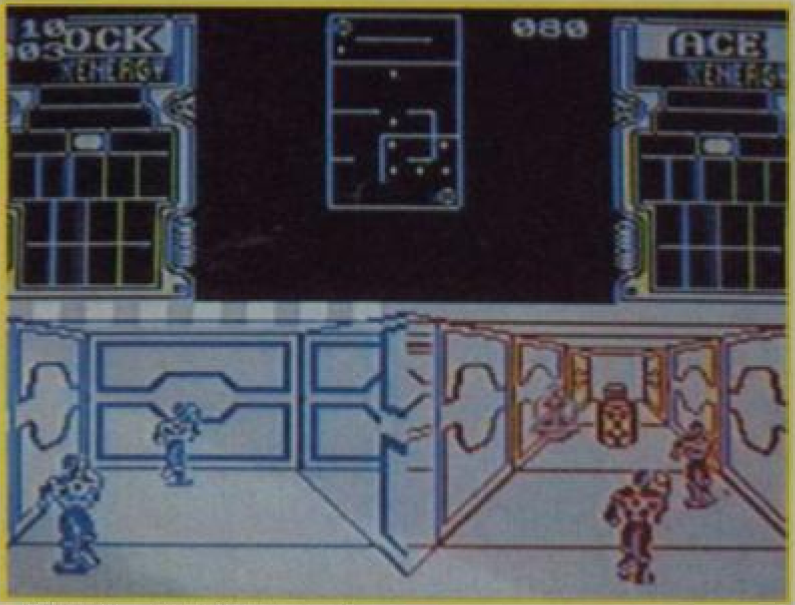
As the players progress through the game, mazes get bigger — some levels are so vast there are teleporters to take you from one side of the map to the other — and the robots get more aggressive and more numerous. The going certainly is tough!

Both the ST and Spectrum versions of *Xybots* are absolutely brilliant renditions of the coin-op, and have all the features of the original.

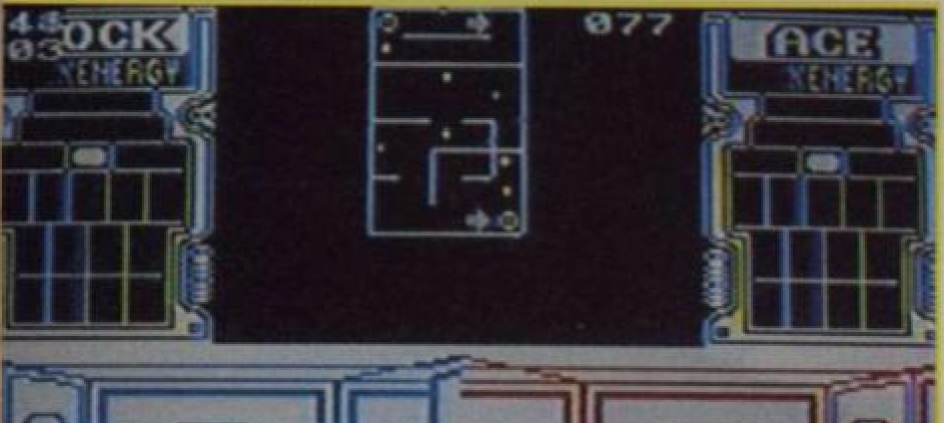
The only criticism I've got — and it's the same reason why I never played the coin-op for great lengths of time on my own — is that there isn't a lot of variety on higher levels, and the gameplay gets a bit tedious in one-player mode. Two-player mode is a great laugh, though, and is far more exciting than playing solo.

Highly recommended to fans of the coin-op, and to those who have a partner handy for a two-player blast. Single players are advised to give it a go before shelling out their dosh.

**JULIAN RIGNALL**



*Xybots — just like the arcade game.*



*Destroy the robots and head for the exit.*

### UPDATE

***The Amiga version should be even better than the ST, with finer graphics and improved sound. Amstrad and C64 versions should have the playability of the Spectrum version, but will benefit from extra colour.***

**SPECTRUM £9.99**

*A brilliant conversion — one of the best two-player Spectrum games in ages.*

**OVERALL 84%**

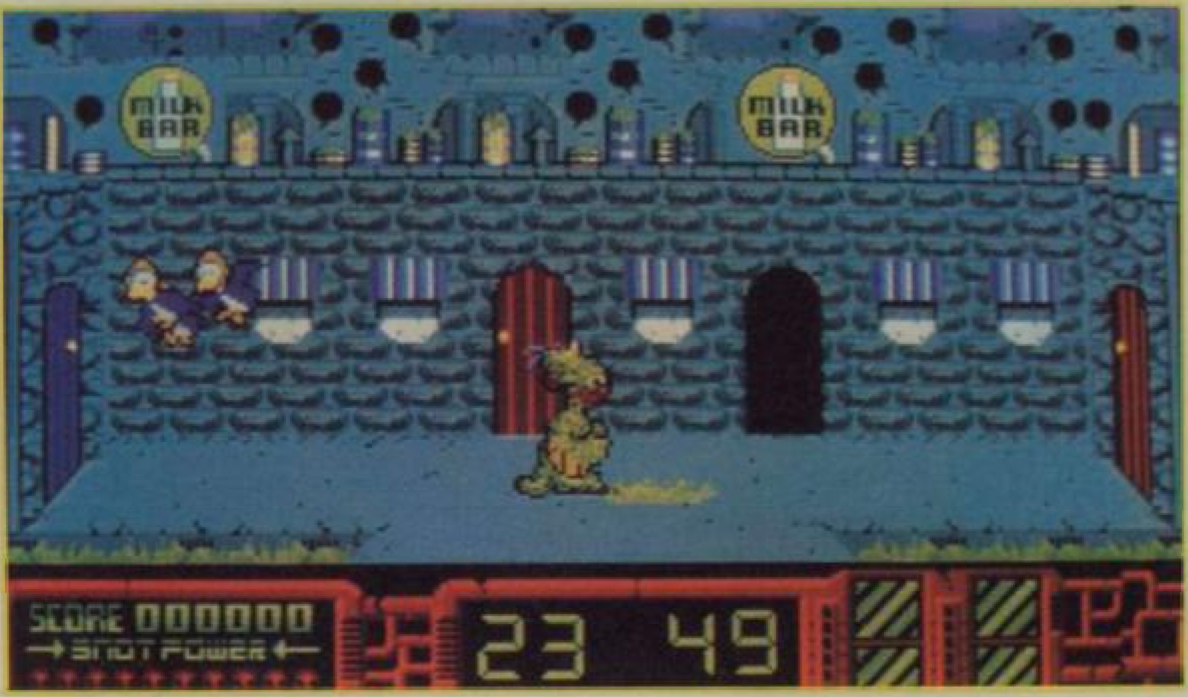
| ST | £19.99 |
|---|---|
| GRAPHICS | 86% |
| SOUND | 79% |
| VALUE | 78% |
| PLAYABILITY | 84% |

*Faithful graphics and playability make for a brilliant two-player blast. A must for fans of the coin-op.*

**OVERALL 83%**

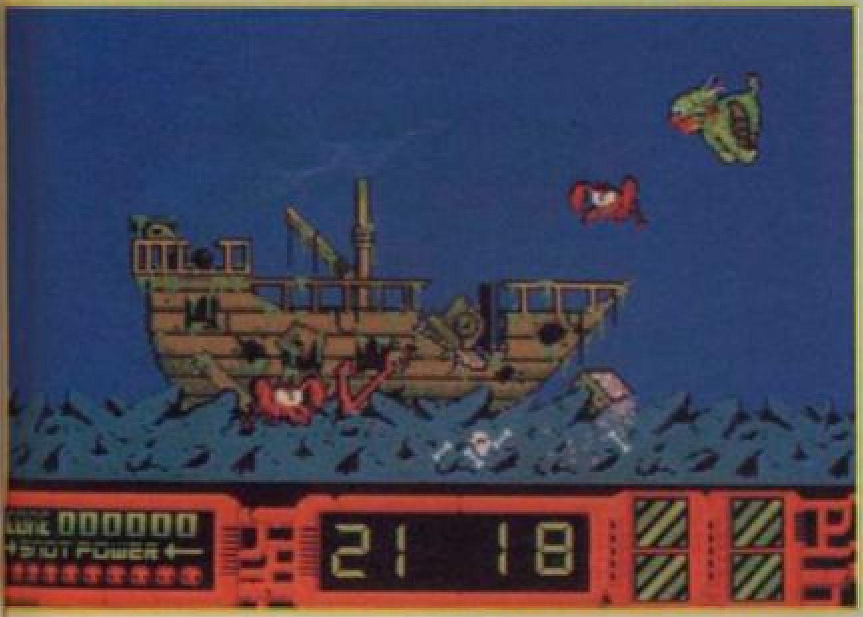
# GILBERT THE ALIEN

The infamous snot-gobbling alien from the outer limits of good taste is back, this time in his own video game. Gilbert has a task ahead of him . . . After languishing on his home planet of Drill for the summer, he is anxious to get back to Earth to renew his contract with Tyne Tees TV, but for some inane reason best known to the Drillians, they want him to stay! Eurgh. I think they're "green (and slimy) with envy" as it says on the box. So they rip some imprtant bits off the Millenium Dustbin, Gilbert's spaceship, and distribute them around Drill. Gilbert has to play some video games in milk bars around the city to get clues as to where the bits are hidden. Hmm. Not very serious about having him stay are they? I'd have destroyed tbe bits of spaceship, or even blown Gilbert's brains out with a proton blaster. Crude, but more effective than sending him on this stupid quest.



▲ *Gilbert — real snot-gobbler!*

Frankly, the bits in between the video games are a bit boring and having to wander fruitlessly around the identical streets of the city is enough to make anyone blow snot out of their nose at mach 4. The individual games which Gil has to play to get the clues are more fun than the main game itself, albeit copies of classic games. There's an *Invaders* clone, a light cycles game, a target shooting game, a bat and ball game, and a version of that card game where you turn over pairs.



▲ *The bogeyman cometh.*

My main criticism of the game is that it isn't so much a problem of solving it as being good enough at the games to warrant a reward. The piece of the ship is placed at the hinted location in the game AFTER you've completed each arcade game (as a search before playing any of the games confirmed). I even ran into a piece of the ship randomly, not knowing what it was — it was just that it hadn't been there before.

I know it's difficult to make games easy enough to finish without making them TOO hard, but giving the idea that you're meant to solve clues, when in fact there are no traps, secret passages or other locations other than those you can readily explore, is a bit silly. With a stout map by your side you should finish the game in no time. I think Gilbert was a missed opportunity to do a really cracking bit of original game design. Instead, it's just a routine license job. Shame.

**PHIL SOUTH**

**AMIGA £24.99**

***Slightly better graphics and sound than the ST, but again the same gameplay as the C64.***

**OVERALL 64%**

**ST £19.99**

***Prettier graphics than the 64, but unfortunately the gameplay is the same. Fun for a while, but ultimately limited.***

**OVERALL 63%**

**C64 £9.99**

| | |
|---|---|
| **GRAPHICS** | **70%** |
| **SOUND** | **30%** |
| **VALUE** | **68%** |
| **PLAYABILITY** | **89%** |

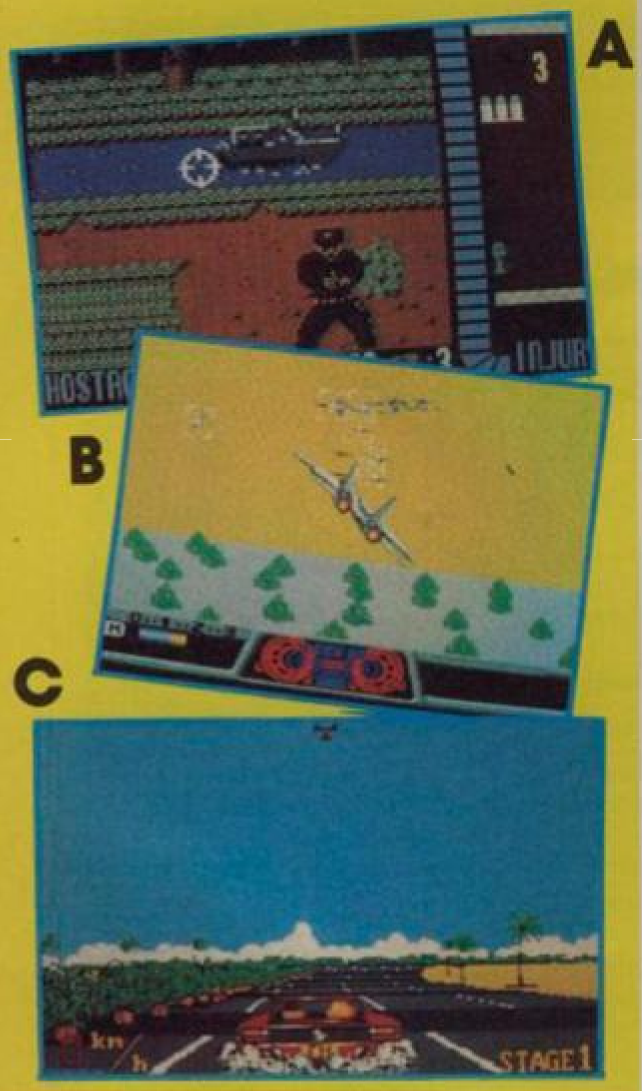
***When all's said and done it's just a wander'n'collect game, with the bonus of a couple of mini arcade games thrown in. Graphics on the C64 are colourful and smoothly animated, as you'd expect.***

**OVERALL 67%**

# COMPO

# HELLO

## WIN THE TOP 20 GAMES



Name ..................................................

Address.............................................

..........................................................

..........................................................

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**Answers**

PICTURE A

PICTURE B

PICTURE C

### Spain

Hola a todos. En *Computer & Video Games* sabemos que muchos de ustedes leen osta revista en otros paisos y creamos que ha llegado el momento de hacer algo especial para agradecer el apoyo que nos brindan estos lectores. Por este motivo, en este concurso que estamos organizando solamente podrán participar nuestros lectores extranjeros. Usted puede ganar los veinte juegos que encabezan el Hit Parade inglés, contestando unas simples preguntas.

Observe las fotografias situadas en la parte inferior de esta página y díganos a qué juego pertenece cada una. Escriba los nombres de dichos juegos en el cupón que también encontrará al pié de la página. Podrá participar en este concurso tantas veces como le desee pero, en cada caso, deberá remitirnos un cupón, debidamente rellenado. Entre todos los cupones que hayan sido cumplimentados correctamente efectuaremos un sorteo y aquel que resulte agraciado ganará los veinte juegos que aparezcan en primer lugar del Hit Parade de ese mes. Esperamos sus respuestas antes del I de Septiembre.

### Holland

hallo allemaal. wij van computer and video games weten dat ons blad ook in het buitenland veel gelezen wordt en we vonden dat het tijd werd om deze lezers te bedanken voor hun steun. vandaar dat aan deze prijsvraag alleen onze buitenlandse lezers mogen deelnemen. je kunt alle spelletjes uit de engelse top 20 voor jouw systeem winnen door de volgende vragen te beantwoorden.

bekijk de afbeeldingen onderaan de bladzijde en vertel ons uit welk computerspel zij afkomstig zijn, schrijf de namen van de spelletjes op de coupon onderaan de bladzijde. je kunt aan deze wedstrijd zo vaak meedoen als je wilt maar je moet wel bij elke inzending een ingevulde coupon bijsluiten. we hebben opzettelijk een late sluitingsdatum voor deze prijsvraag vastgesteld zodat alle deelnemers uit de verschillende landen een eerlijke kans krijgen om te winnen. stuur je antwoorden in voor I september.

### Portugal

Olã, amigos. Nös do "Computer and Video Games" sabemos que esta revista é lida por alguns de vös noutros paises e achamos que chegou a altura de fazermos algo de especial para agradecer a todos os nossos leitores estrangeiros a colaboração que nos têm dado. Assim. a este concurso só têm acesso os leitores de "alëm-mar". Para se habilitar ao prémio dos 20 jogos "top" dos mapas ingleses para o seu aparelho basta responder às seguintes perguntas.

Olhe sö para as imagens ao lado da página e diga-nos a que jogo se refere cada uma delas. Escreva os nomes dos jogos no talão que se encontra ao fundo de página. Pode participar neste concurso as Vezes que quiset, mas cada participação deve vir acompanhada de um talão devidamente preenchido. Fizámos deliberadamente um prazo considerável para a entrada das respostas para que qualquer concorrente, de qualquer pais, tenha realmente possibilidades de ganhar. Enviem-nos as vossas respostas até I de Setembro.

### Italy

caro lettore,

noi di *computer and video games* sappiamo che sempre piu' numerosi sono i nostri lettori all'estero ed e' arrivato il momento di fare qualche cosa esclusivamente per lei che ci segue con fiducia. infatti questo concorso e' valido solo per i lettori residenti all'estero. e lei potra' vincere i 20 migliori video giochi secondo le classifiche di vendita inglesi per il suo computer, semplicemente rispondendo alle seguenti domande:

esamini le fotografie a pie' pagina e ci dica a quale gioco appartengono. scriva i nomi dei giochi sul coupon a fondo pagina. potra' inviarci quanti coupons desidera entro il I% settembre. la prima risposta esatta che

### Denmark

Hallo der. PÅ *Computer & Video Games* ved vi, at ikke sÅ fÅ af jer læser dette blad i andre lande, og vi tænkte, at det var pÅ tide, vi gjorde noget specielt for at takke alle vore udenlandske læsere for deres støtte. SÅ kun udenlandske læsere kan deltage i denne konkurrence. Du kan vinde de tyve mest populære spil pÅ den engelske top 20 til dit anlæg ved blot at svare pÅ følgende spørgesmÅl.

Se pÅ billederne langs denne side og fortæl os fra hvilket spil hvert billede kommer. Skriv navnene pÅ spillene pÅ kuponen nederst pÅ siden. Du kan deltage i konkurrencen, sÅ mange gange du vil, men hver deltagelse skal gøres i form af en kompler udfyldt kupon. Vi har med vilje sat en sen dato-frist for deltagelse, sÅledes at alle fra hvert land har en fair chance for at vinde. Send dine svar til os inden 1ste september.

### Germany

Wir von *Computer and Video Games* wissen, daß wir auch viele Leser in anderen Ländern erreichen, und dachten, es wäre an der Zeit, uns speziell bei unseren Lesern im Ausland für ihre Unterstützung zu bedanken. Dieser Wettbewerb richtet sich daher ausschließlic an ausländische Leser. Sie können die 20 besten Computerspiele der englischen Hitliste für Ihr Gerät gewinnen — dazu brauchen Sie nur die folgenden Fragen zu beantworten.

Sehen Sie sich die Bilder unten auf der Seite an und teilen Sie uns mit, aus welchem Computerspiel das jeweilige Bild stammt. Schreiben Sie die Namen der Spiele in den Gewinncoupon oben auf der Seite. Sie können beliebig viele Zuschriften einsenden. Jede Zuschrift sollte jedoch einen vollständig ausgefüllten Coupon enthalten. Damit Teilnehmer aus allen Ländern eins faire Gewinnchance erhalten, haben wir absichtlich einen späten Einsendeschlußtermin vorgesehen. Bitte schicken Sie uns I hre Antworten bis spätestens zum I September 1989 zu.

### France

Nous savons bien à *Computer and Video Games* qu'il y a beaucoup de gens entre vous en autre pays qui lisent notre journal et nous croyons que c'était le temps pour remercier tous notres lecteurs étranges de leur soutien.

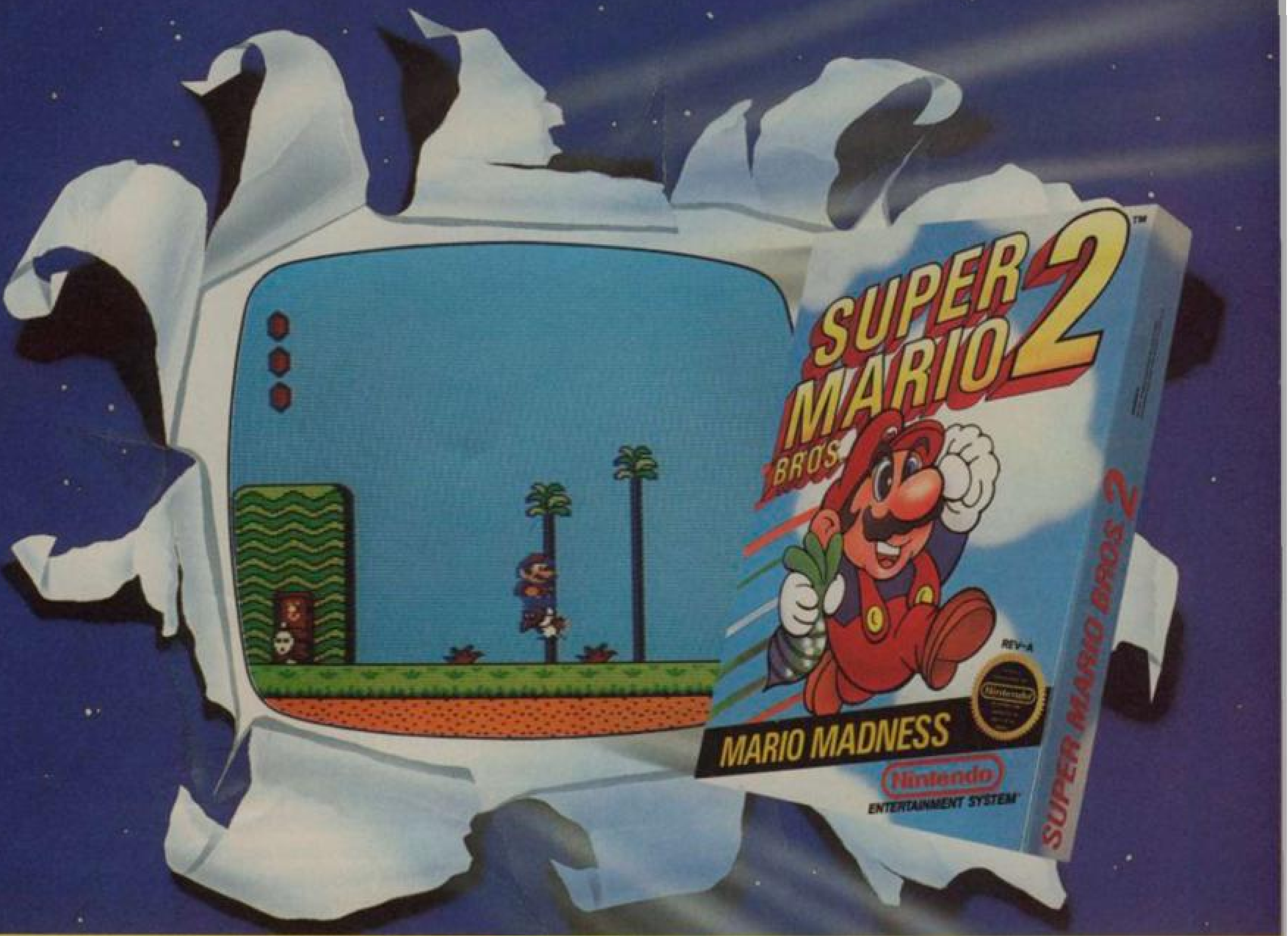
Alors — ce concours ne concerne que nos lectures d'outremer. En repondant correctement à ces questions que nous posez ici, vous pouvez gagner le vingt premier jeux d'ordinateur du Hit Parade anglais, pour votre ordinateur.

Quoi Faire?

Simplement regardez les images à côté de la page et identifier le jeux auquel chaque image appartient. Écrivez le nom de les jeux sur le coupon au fond de la page. Vous pouvez participer aussi souvent que vous voulez, mais il faut que chaque entrée soit accompagner d'un coupon remplis. Nous avons proposé un date de clôture aussi tard que possible, pour vous donner le meilleur occasion de gagner — n'importe où que vous habitez. Faisez entrer vous coupons avant le 1ière septembre. Et ce qui envoi le premier coupon

Nintendo

Now You're Playing With Power℠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SUPER MARIO BROS 2

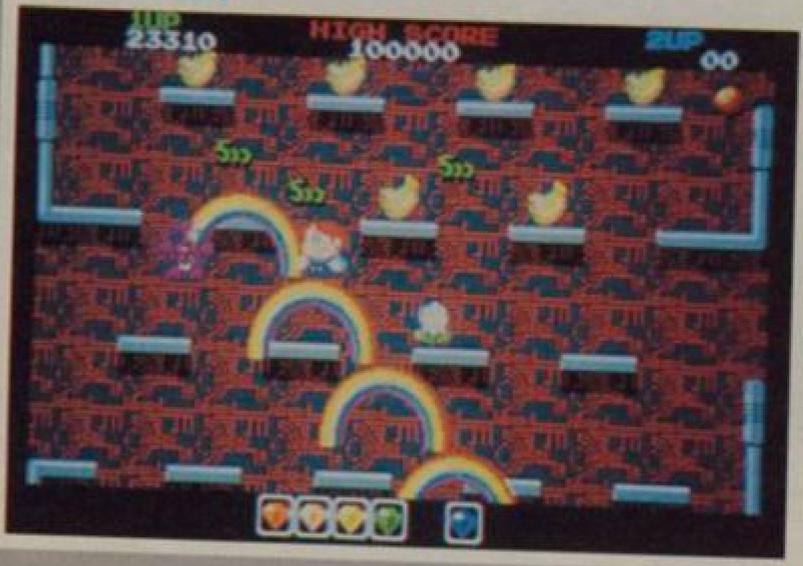
"ONLY WITH NINTENDO CAN YOU FREE SUBCON FROM THE CURSE OF THE EVIL WART."

Watch out for new game paks available only from Nintendo. Future hits include games from Capcom, Konami, SNK and others.

## RAINBOW ISLANDS
### Firebird

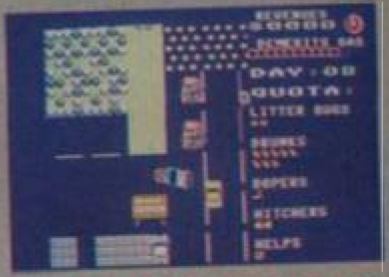
**Bub and Bob return! And this time they're in human form. Rainbow Islands is Taito's sequel to Bubble Bobble, which has been converted by Graftgold (Andrew Braybrook, et al) for Firebird. It's another jolly game of platforms, monsters and bonus fruit, in which you have to reach the top of each island before it sinks into the sea. Instead of catching monsters by blowing bubbles, you cast rainbows at them, then use the rainbows as temporary platforms. We've seen a near-as-dammit finished ST version and, "Gorblimey," we said, "Mr Braybrook hasn't half done a good job." It retains all of the colourful cuteness of coin-op, and looks set to be as popular as the Bubble Bobble conversions. If not more so!**

**RELEASED: JUNE**
**PRICE: TBA**



## APB
### Domark

**Take to the streets in your black-and-white as Patrolman Bob, star of another of Domark's Tengen conversions. APB is one of that rare breed, the arrest 'em up, which pits you against numerous naughty felons including bank robbers, speeding motorists, litter louts and muggers. Apart from the petty villains, Bob has to slap the cuffs on big time perps such as crazy hippy dope dealers in flowery vans. The ST demo gave the impression that the game will be a speedy little number, with lots of nippy multi-directional scrolling, nasty motors and doughnuts. What more could a fellah ask for?**

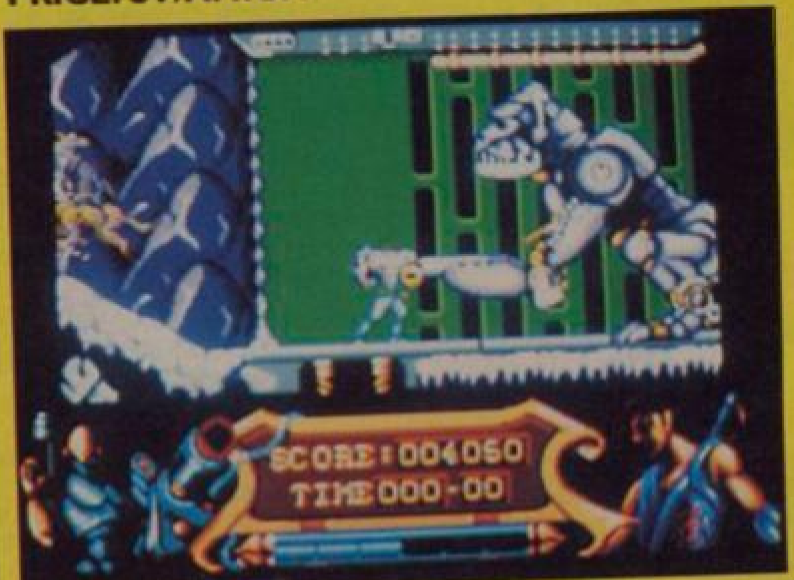


**RELEASED: JULY/AUGUST**
**PRICE: TBA**

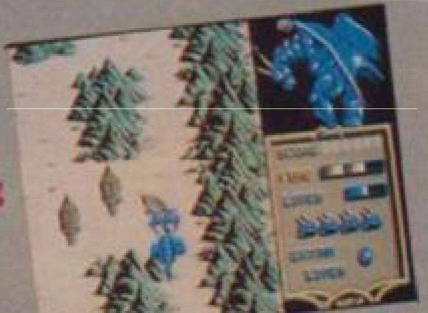
## STRIDER
### US Gold

**This is another of US Gold's Capcom conversions which follows the madcap leapabout adventures of a 22nd Century anti-Glasnost commando with pretty amazing shoes. After hang-gliding into Russia, he "strides" (ha! appropriate, eh?) through five hilly levels, shooting and slashing robots, dogs and other Soviet objects. The arcade game is loads of fun, and judging by our early demo, the ST version should be just as good. Tiertex are the programmers and as you can see from the screenshot, they've paid particular attention to translating the graphics. It looks like it'll be hot, which is just as well because it won't be on the shelves till chillier times.**

**RELEASED: LATE OCTOBER**
**PRICE: ST/AMIGA**

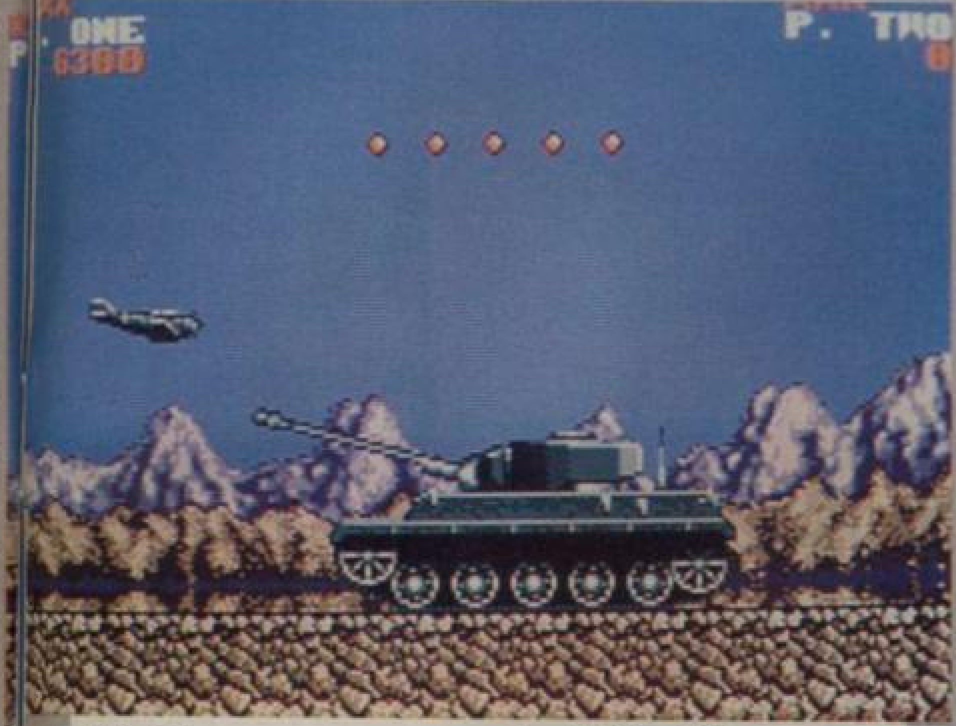


## DRAGON SPIRIT
### Domark



**PC Engine Dragon Spirit is currently riding high in the C+VG staff's favourite blasters chart, so we were keen to see how the home conversions were getting along. The news is good, judging by the ST demo pictured. Smooth scrolling, lots of luvverly monsters and thoroughly saucy end of level beasty-os complete the story. All in all, it looks like it'll be a faithful conversion of the Tengen coin-op, but there's still quite a bit of work to be done on it, so we're reserving final judgment till the review in a few issue's time.**

**RELEASED: AUGUST/SEPTEMBER**
**PRICE: TBA**



## P-47

### Firebird

**This screenshot is so exclusive we had to fight Firebird's wildest demons for it. But that's all in a day's work for a C+VG previewer, for whom the customer comes first. Yes, but anyway, P-47 is a conversion of Jaleco's scrolly wartime blast in which you shoot down the whole Luftwaffe and bomb all the Fuhrer's tanks, 'cos that's what war's all about. The ST conversion pictured is a terribly early version, but the graphics are looking very smart indeed, possibly even crisper than the PC Engine version reviewed last month! However, the programmers are currently trying to speed the game up as it's just a wee bit slow at the moment. Still, it's one to watch out for**

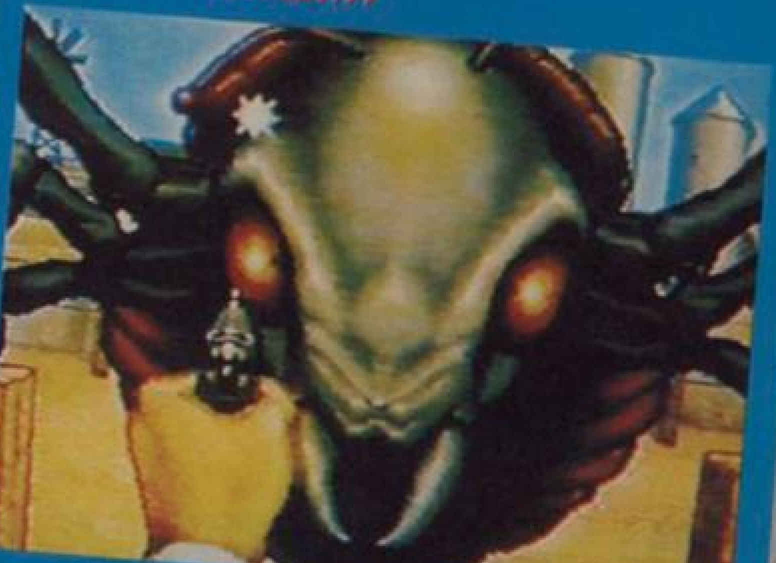
**RELEASED: OCTOBER**
**PRICE: TBA**

## IT CAME FROM THE DESERT

### Cinemaware

**After two years in development, July sees the release of Cinemaware's biggest game yet. It Came From The Desert has been produced as homage to '50s SF "B" movies like THEM! and Tarantula. The game is set in the remote community of Lizard Breath, Arizona, whose peaceful existence is shattered when a meteor lands nearby, and a spate of disappearances lead to the inevitable conclusion that "there's . . . something . . . out there . . ." It's up to you, the local young scientist (and, of course, your girlfriend who can't run more than five yards from a pursuing monster without falling headlong over a blade of grass) to uncover the mystery and destroy whatever hideous freak of nature is behind it. We're promised the usual doses of superb graphics and sound, even in the ST and C64 disk versions which should be along by the end of the year.**

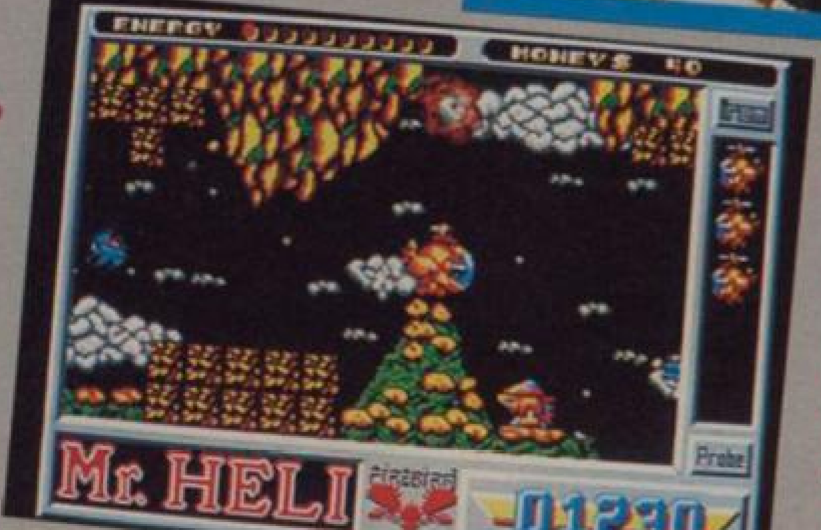
**RELEASED: JULY (AMIGA), CHRISTMAS (ST, C64)**
**PRICE: AMIGA £29.99**



## MR HELI

### Firebird

**Irem's cutesy whirlybird shoot' em up has just about undergone the conversion process, at the hands of Probe Software, and the good news is, it's really not bad at all. The ST version which we saw (lots of ST versions this month, aren't there?) had just about everything there, from the money and the exploding rocks to the weapons shops. The multi-direction scrolling is purdy smooth and the game as a whole looks reasonably impressive. Let's hope the standard is equally high on the other conversions.**



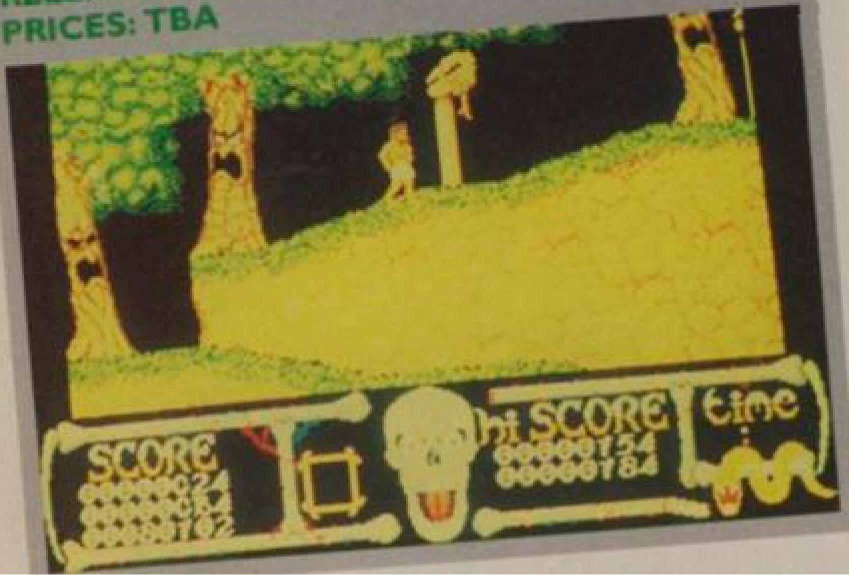
**RELEASED: ALL FORMATS AUGUST**
**PRICE: TBA**

## GHOULS 'N' GHOSTS

### US Gold

Aren't US Gold making a good job of their latest set of Capcom conversions? First we had Forgotten Worlds, then Black Tiger, and on the horizon is Ghouls 'n' Ghosts, which from what we've seen, is going to be every bit as good as the former pair. The game is the sequel to the classic shoot 'em up, Ghosts 'n' Goblins, and casts the player as a knight in shining armour, sallying forth to rescue his favourite princess from combustible zombies, uncompromising demons, scaly wyrms and other nasty supernaturals. US Gold are using their best endeavours to make sure the gameplay is as close to the coin-op as possible, and as you can see from our ST and Spectrum screenshots, programmers Software Creations have worked hard on keeping sprites and backdrops true to the original.

**RELEASED: NOVEMBER**
**PRICES: TBA**

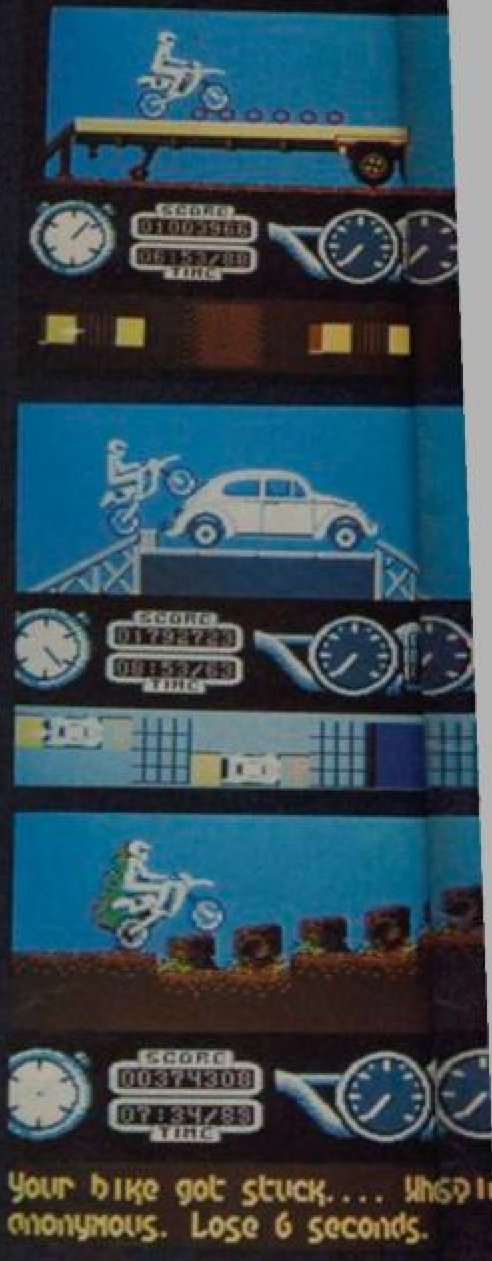


## SUPER SCRAMBLE SIMULATOR

### Gremlin

You've seen our fab competition, now read the preview! Race your muddy motorbike against the clock over five levels of increasingly difficult, rough-riding courses. Slippery logs, loose rocks, 45 degree hills, skips full of water and other Kick Start-ish obstacles stand between you and the finish line, making life horribly difficult and death horribly painful. It looks like it's going to be a million laughs, and of course, don't forget that any C+VG reader who buys the game could win a nifty Honda scrambling machine of their own. Check out page 44 for further details.

**RELEASED: MAY**
**PRICE: ST/AMIGA £19.99,**
**SPECTRUM/C64/ AMSTRAD £9.99**

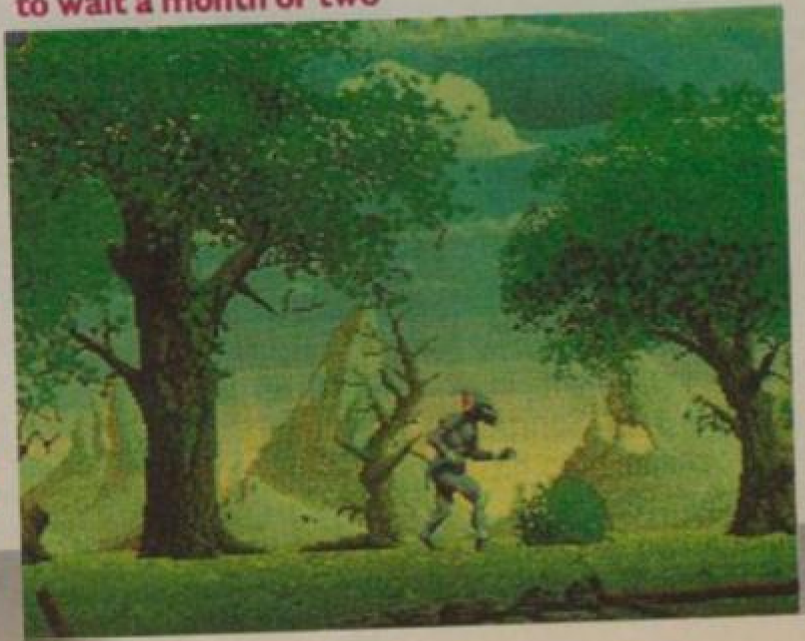


## BEAST

### Psygnosis

Putting the wows up crowds of massed journos at a recent Psygnosis press bash was this upcoming 16 bit arcade adventure which looked like their best game yet in the Barbarian/Obliterator/ Baal line. The Beast of the title hacks, punches and blasts his way through four areas of scrolling landscape which contain loads of sub-locations to explore, adventure style. The graphics are utterly drool-worthy, with beautiful backdrops and silky-smooth, 13-layer (freeow!) parallax scrolling. David Whittaker has put together some beautifully eerie stereo soundtracks whose sampled wood-flute tones had sweet-toothed pundits reminiscing about past Fry's Turkish Delight commercials. So — amazing graphics and sound, but will it play as well? Seems we'll have to wait a month or two until all the gameplay is crammed in before we find that out.

**RELEASED: JULY**
**PRICE: AMIGA £24.99**



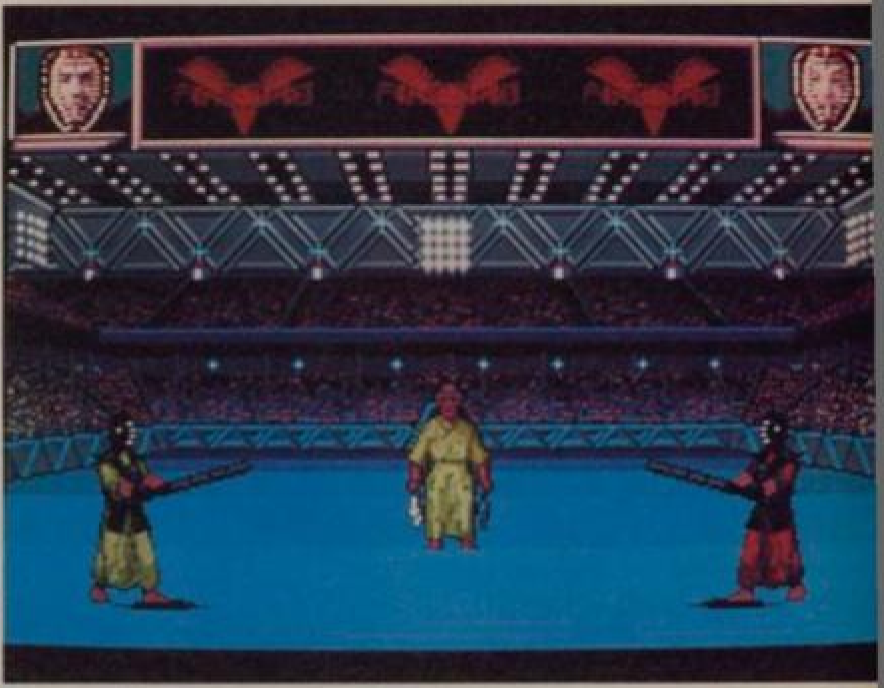
## ORIENTAL GAMES

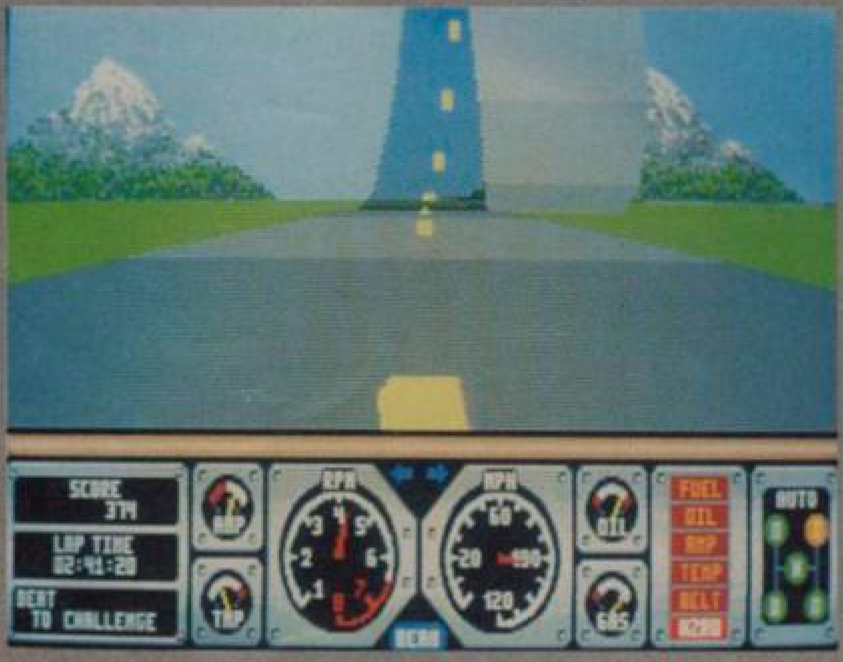
### Firebird

**Woo-wee! Chopsocky city is on the road from Firebird, in the form of what they're calling "*the* Ultimate martial arts fighting simulator". That's fightin' talk, and no mistake, but we're promised beatings and bruisings in four tough sports. There's "King Fu" (says the press release — actually we think this is meant to say "Kung Fu", but we do like to have a laugh at Firebird's expense now and again), Hollywood Rules ("does it? arf arf!"), Sumo Wrestling and Kendo ("Ken who? Sorry, we'll shut up now.") Beat 24 other competitors at the four sports and who knows, you could be "Grand Master". Great, eh?**

**RELEASED: ALL FORMATS AUGUST**

**PRICE: TBA**



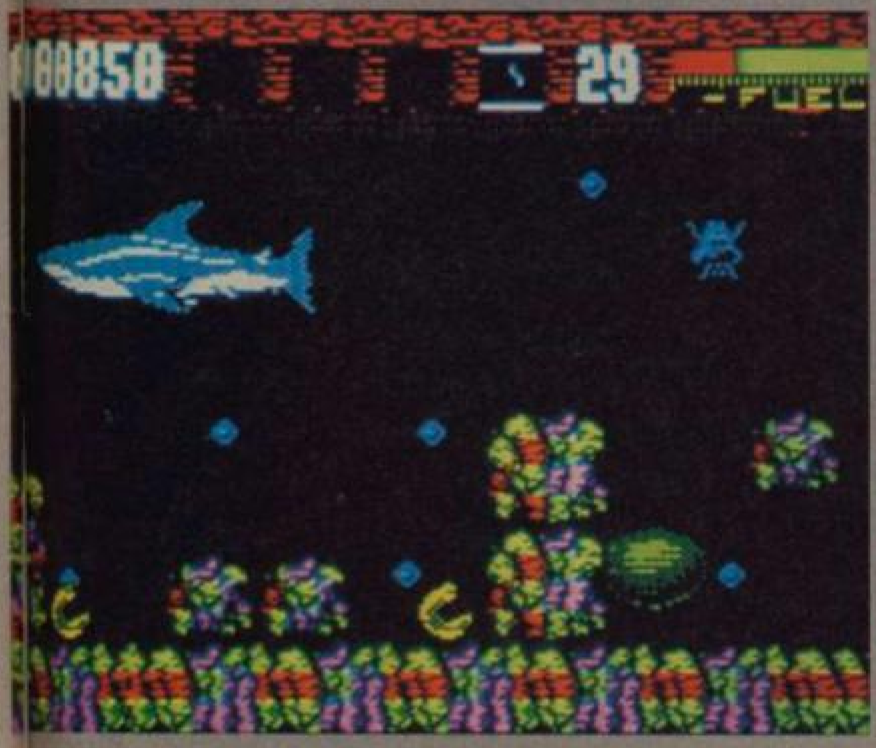


## HARD DRIVIN' Domark

**Another first for C+VG! Here's a very, very early screenshot of the ST version of Atari's arcade driving sim, currently in the capable hands of experienced vector graphics programmer Jurgen Friedrich (he who allegedly programmed the Star Wars conversion from memory). The drive around the demo track, and a few whizzes through the loop-the-loop were enough to convince us that Hard Drivin' is gonna be hot-hot-hot. The look of the arcade game has been faithfully reproduced, but will Jurgen be able to keep the action fast? We'll be having regular updates on Hard Drivin's progress in future issues so, as the saying goes, watch this space.**

**RELEASED: CHRISTMAS**

**PRICE: TBA**



## JAWS

### SCREEN 7

**Just when you thought you'd never see a "Just when you thought it was safe" line in connection with a certain Spielberg film about hungry sharks, along comes the game of that film, from new boys at Screen 7. Mayor Vaughn is in a bit of a strop because there's something chewing on tourists swimming off his beaches, and he wants you, Police Chief Brody, to do something about it. Brody has to go on an underwater search and destroy mission, hoping to track down Mr Shark before he scares all the punters off the beaches. Sounds exciting, doesn't it? You can get your hands on a copy soon, on ST, Amiga, Spectrum, C64 and Amstrad.**

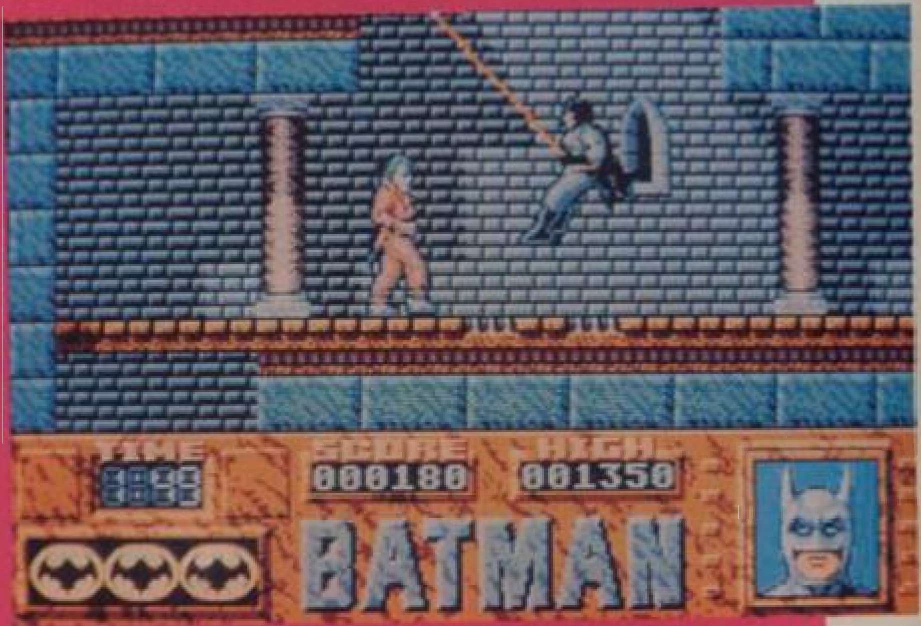
**RELEASED: JUNE (ALL FORMATS)**

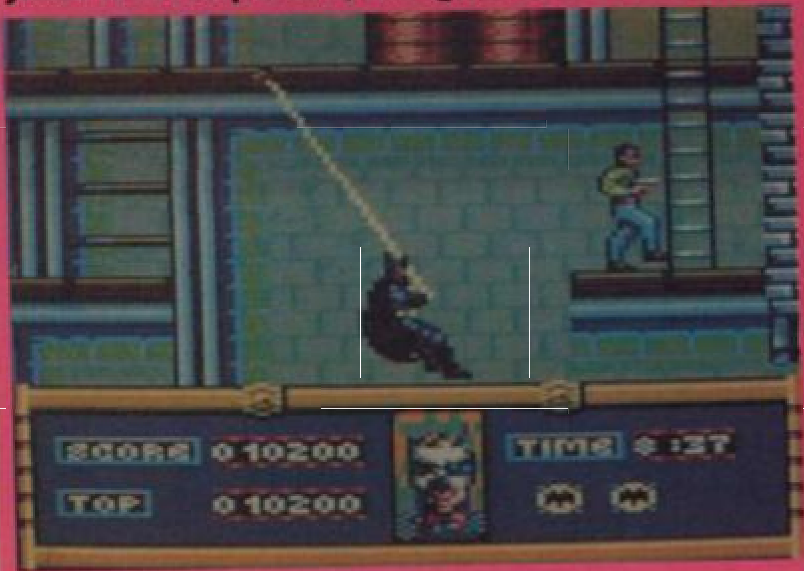
**PRICE: ST/AMIGA £19.99, SPECTRUM/C64/ AMSTRAD £9.99**

## BATMAN — THE MOVIE

### Ocean

The Dark Knight returns in Ocean's third bat-game, based on the upcoming film starring Michael Keaton as Batman, Jack Nicholson as the Joker and a restyled Batmobile (but no Robin). The Joker is up to his usual high-spirited crimes, this time threatening to kill the population of Gotham City with nerve laughing gas. Only the Batman can save the city, and he starts his investigation in the Joker's chemical factory where he has to find a nerve gas sample so he can make an antidote. As he leaps and swings around the platforms he is constantly beset by evil henchpersons. If he should find a sample Batman has to get it back to the Bat Cave for analysis. The Joker is in hot pursuit, though and he chases our hero through the scrolling streets of Gotham City. After analysing the gas with the batcomputer, Batman takes off in the Batwing, neutralising balloons full of gas as he swoops over the city. The final confrontation takes place in Gotham Cathedral, where the Joker is either defeated or the death warrant of Gotham City is signed. Dramatic stuff indeed! What we've seen of the game looks mighty promising, and hopefully judging by the screenshots, you'll agree. The film and the game are due for simultaneous release so you can enjoy both at the same time (if you think you can stand it).





**RELEASED: AUGUST**
**PRICE: AMIGA £24.95, ST £19.95, SPECTRUM/C64/AMSTRAD £9.95**

## THE LOST PATROL

### Ocean

This is Ocean's venture into the Cinemawarey genre of games, which is based on the adventures of a bunch of US soldiers lost in Vietnam after their plane crashes. You take command of the troop, and have to make the decisions which will get them to their delegated position on the front line. Backing the strategy action are some beautiful animated pictures, some of which are very *Apocalypse Now*. Between bouts of decision-making, there are arcade sequences in which you have to negotiate minefields and gun down marauding enemy soldiers. Lost Patrol looks like it will be a very smart product, but will it really outclass the Cinemaware stuff? Why are we asking you?

**RELEASED: ST/AMIGA END OF SEPTEMBER**
**PRICE: TBA**

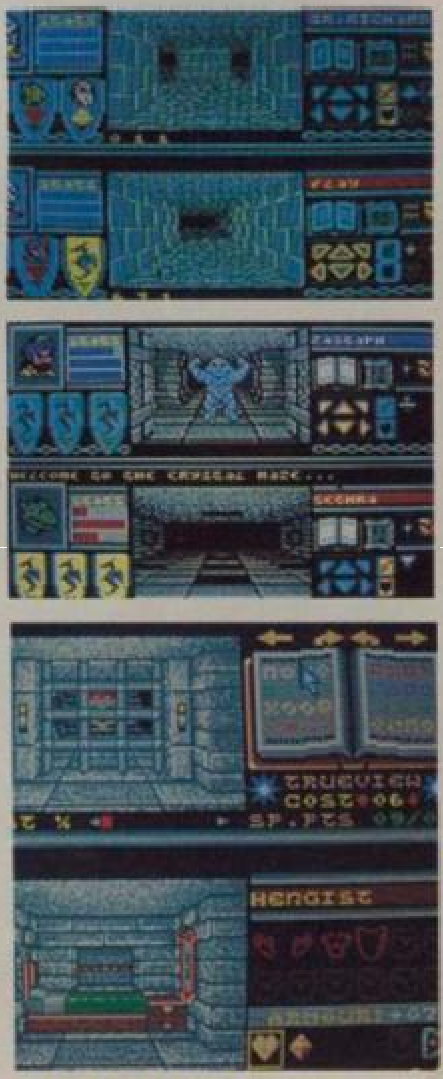
## UNTOUCHABLES

### Ocean

Another of Ocean's licenses, this takes the form of a shoot 'em up with five varied sections. Eliot Ness and his squad of Feds are after Al Capone and his mob, but to nail their collective asses they have to collect evidence from each level. The gangsters aren't too keen on this so they're armed to the teeth with rapid fire violin cases, and they're pointing them at our hapless G-Men. So it's

## BLOODWYCH

### Imageworks

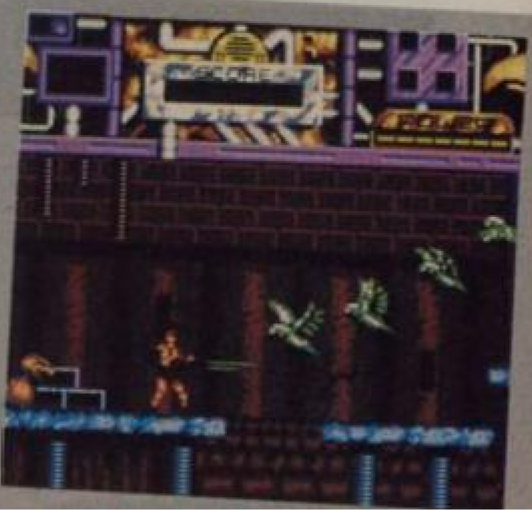


**Dual player role-playing fun is the name of the game in Bloodwych. A split screen lets one or two parties of adventurers explore the corridors and dungeons of a castle, working together or in opposition. Somewhere therein lie four crystals which could create eternal love, peace, happiness, etc, or bring the universe down with a neverending bad scene. Of course, the castle is jammed solid with monsters to slay and handy bits and bobs to solve puzzles with. It certainly looks and sounds a bit good, and Imageworks promise that "if you liked Dungeon Master, you'll love this." Can it be true? A game as good as Dungeon Master? We can't wait!**

**RELEASED: END OF JULY**
**PRICE: ST/AMIGA £24.99, SPECTRUM/C64/ AMSTRAD £8.99**

## HAWKEYE

### Thalamus

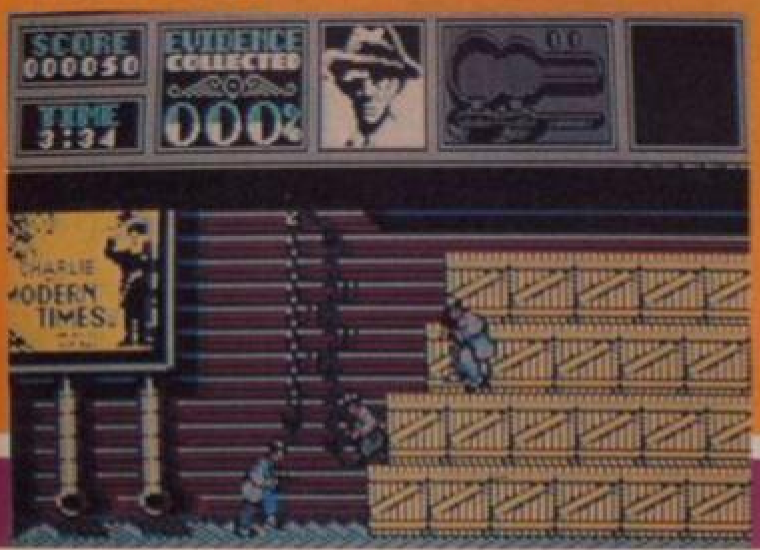


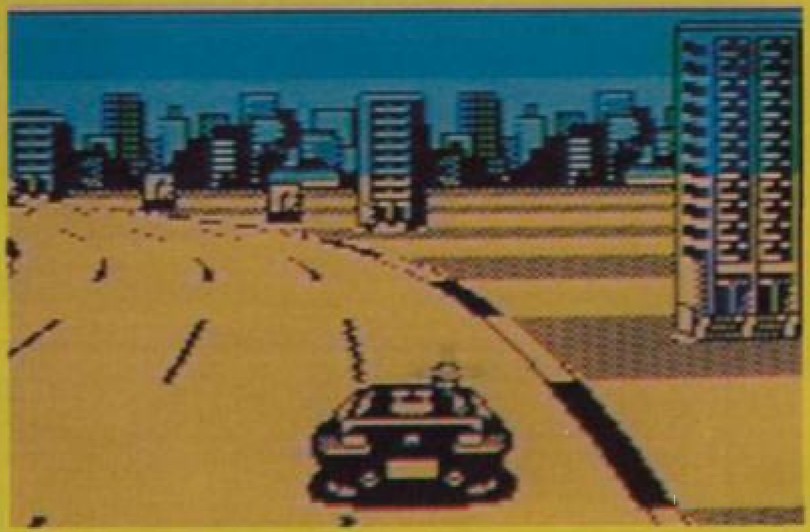
**After heaps of success with their 8 bit games, Thalamus are about to release their first 16 bitter. Esprit Software have converted the Boys Without Brains' scrolling platform shoot 'em up to the ST and Amiga and the game is due out at the end of May. Thrill to the twelve parallax scrolling levels! Scream at the horror of prehistoric behemoths, alive and hungry for the taste of your flesh! Gasp at the naked female ... er, no, that's something else...**

**RELEASED: NOW**
**PRICE: ST/AMIGA £19.99**

**time to get out the government issue revolvers and mete out some lead-flavoured justice. What we've seen of the Spectrum version seems to fit in with the phrase "bloody marvelous", but check out an imminent issue for the definitive review.**

**RELEASED: ALL FORMATS END OF OCTOBER**
**PRICE: AMIGA £24.95, ST £19.95, SPECTRUM/C64/ AMSTRAD £9.95**





## CHASE HQ Ocean

**Motoring onto your computer at Christmas is Ocean's conversion of the Taito coin-op. In the game you're at the wheel of a speedy auto, in hot pursuit of suspected felons who aren't going to hang around while you ask "Is this *YOUR* car, sonny?". Flashing your lights and woo-wooing a bit doesn't work; the only way you'll get them into custody is by knocking their car off the road. The arcade game is ripping stuff, as is the Spectrum version, a demo of which we've seen with our own eyes, and which is depicted here. It's fast, it's smooth, it's practically a monochrome version of the arcade machine, with whopping graphics shifting about the place as if they're on motorised castors. If this isn't the best ever Spectrum arcade conversion when it comes out, we'll find someone with a hat and eat it.**

**RELEASED: ALL FORMATS, CHRISTMAS**
**PRICE: TBA**

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| Blasteroids | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
| Bloodwych | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] | [illegible] |
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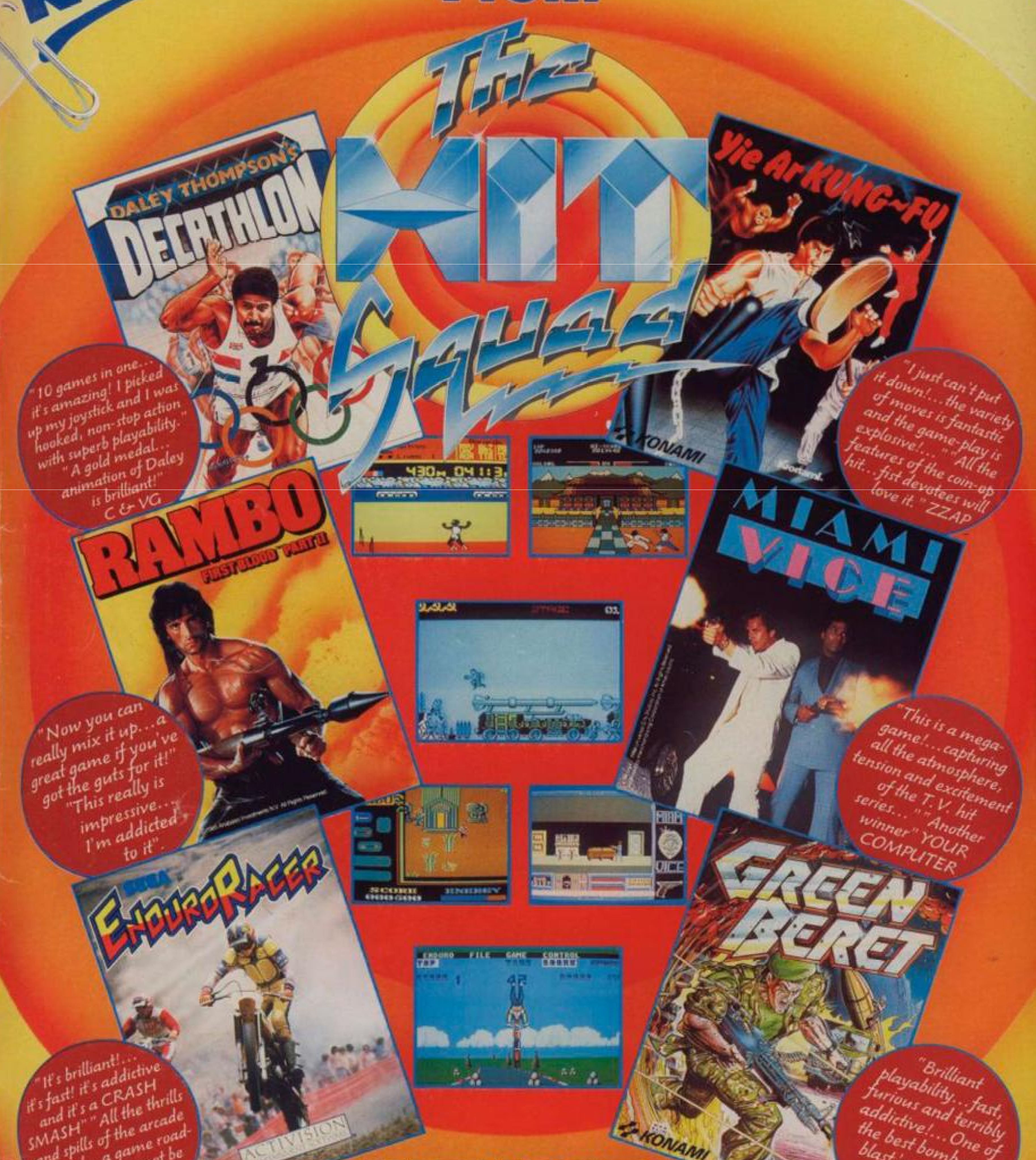
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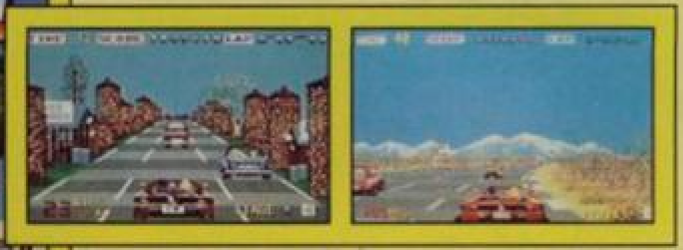

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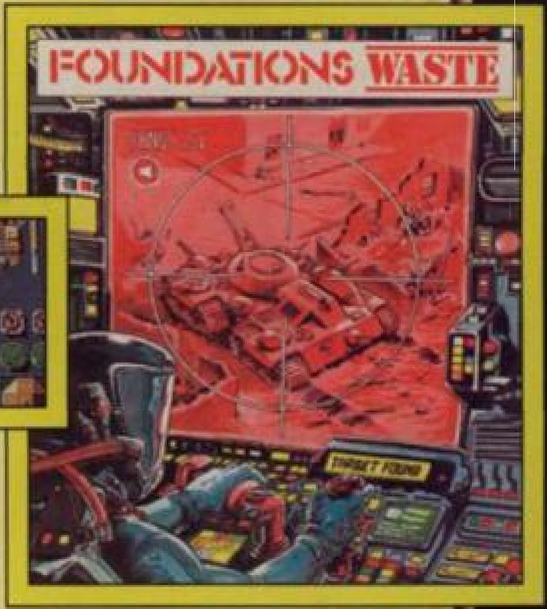

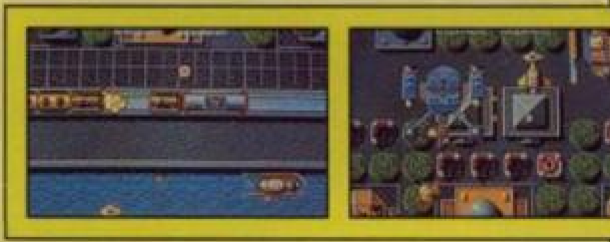

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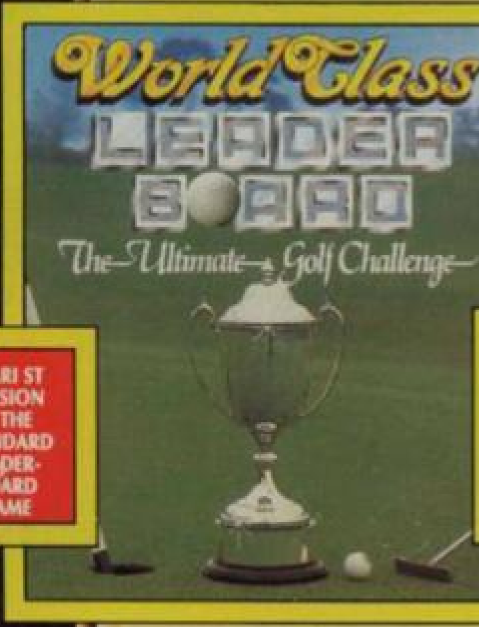

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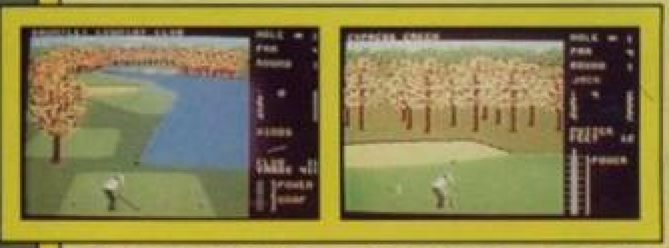

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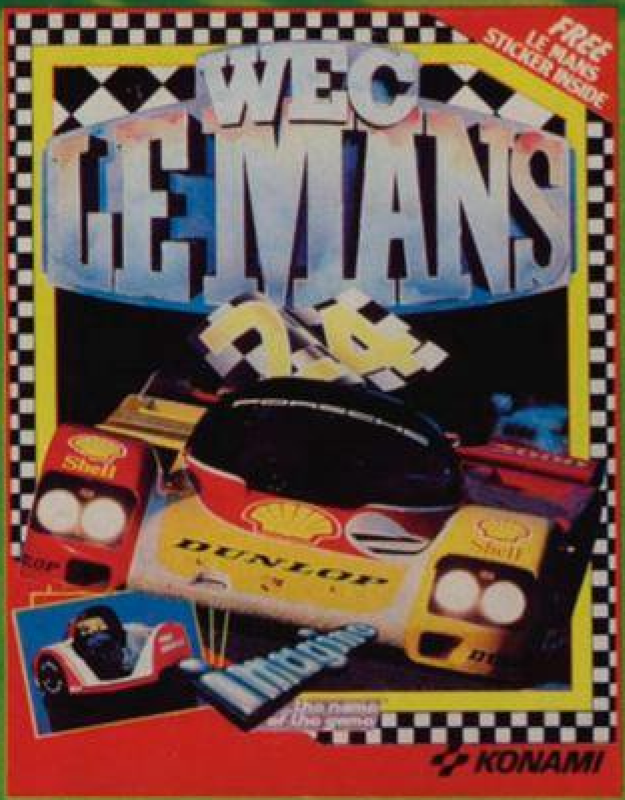
FREE LE MANS STICKER INSIDE
WEC LE MANS 24
Imagine ...the name of the game
KONAMI

**WEC LE MANS**
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tie-in to date
superb game
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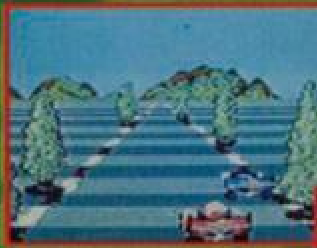

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COMPUTER GAMESWEEK
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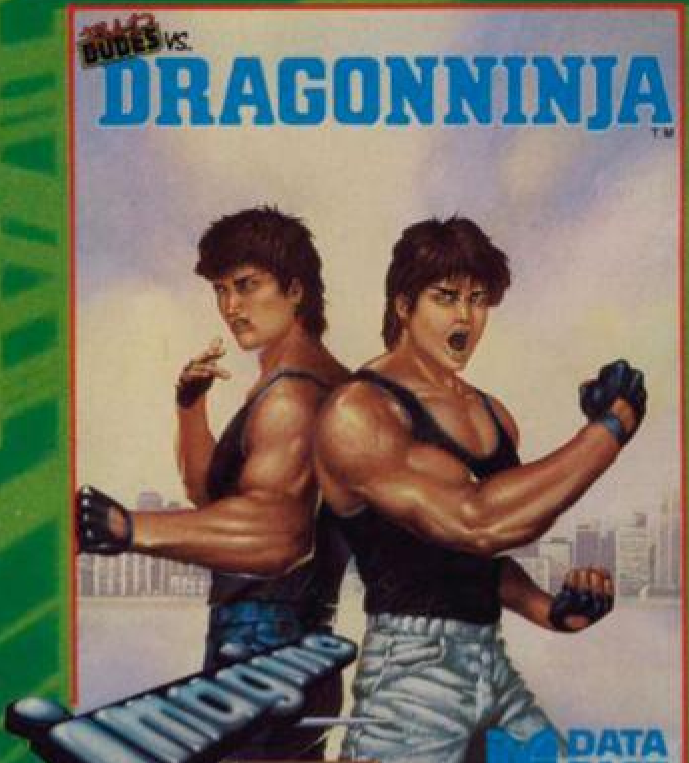
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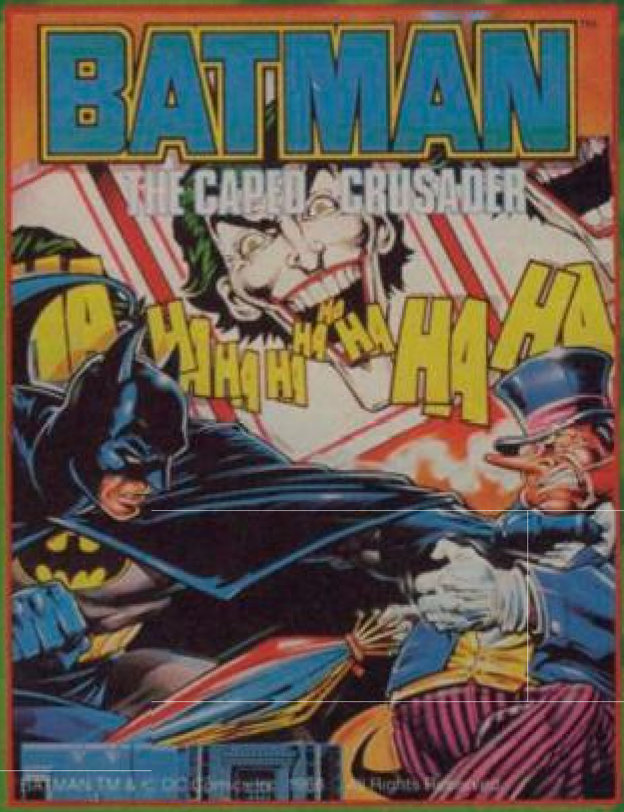
A CRASH SMASH CRASH


BATMAN
THE CAPED CRUSADER
HA HA HA HA HA HA HA
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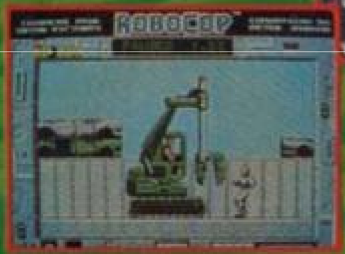

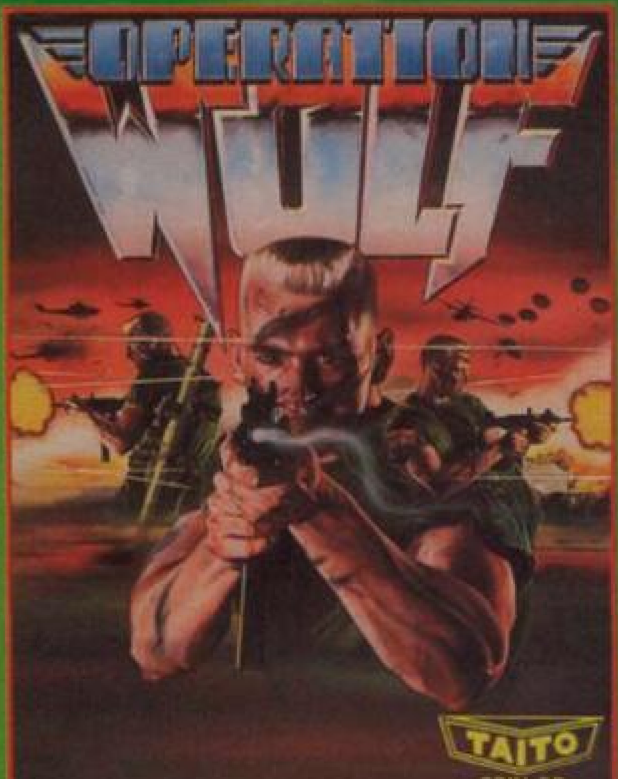
OPERATION
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A CRASH SMASH CRASH

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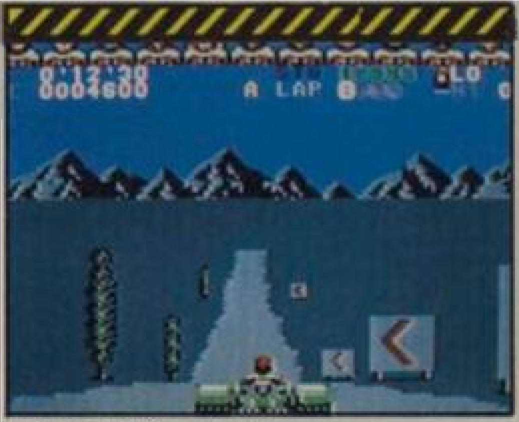
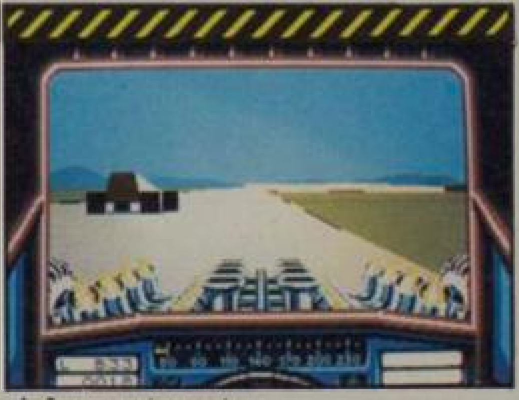
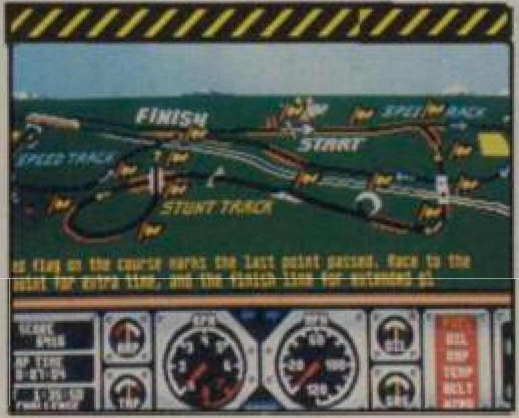


▲ *Power Drift-exclusive!*



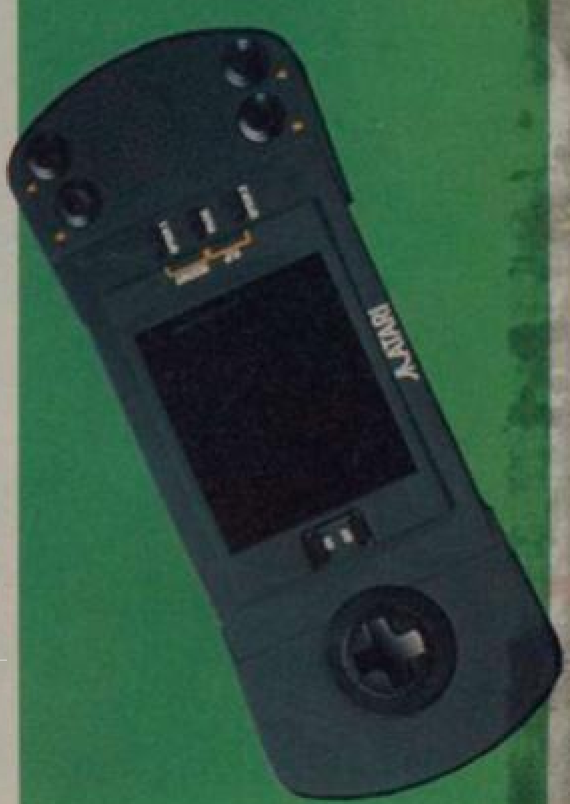
▲ *Stunt car is amazing.*

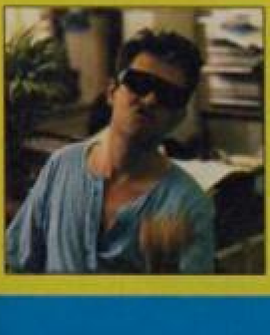


▲ *Hard Drivin' — looking fab.*

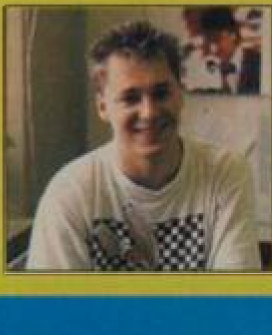
## HAND-HELD GAMING II 8

Atari have just unveiled a colour hand-held console which runs twice as fast as an ST, has as many colours as an Amiga and is capable of producing stereo sound. Sounds too good to be true? Well, just turn to page eight to find out all about this revolutionary new miracle of modern technology.





**EDITOR Mrk I: GRAHAM "PAYBACK" TAYLOR**
Graham is so cost-conscious he's decided he's too expensive and so has replaced himself with somebody cheaper. Now he's a cheap Publisher.



**EDITOR Mrk II: JULIAN "JAZ" RIGNALL**
C+VG's new spiky-haired Editor. Not that you'd notice of course. He *still* spends all his time either in Brighton's arcades or playing on his consoles at home . . .

**ART EDITOR: ANDREA "HOW MUCH" WALKER**
When she's not squiffy, Andrea claims to have the fastest scalpel this side of Basildon! Favourite phrase: mirror, mirror on the wall . . .

## CREDITS

THIS MONTH'S COVER: Jerry Paris. EDITOR I: Graham Taylor EDITOR II: Julian Rignall ART EDITOR: Andrea Walker STAFF WRITER: Paul Glancey ADVERTISING MANAGER: Nigel Taylor SALES EXECUTIVE Joanna Cooke

# MEGA COMPS

## WIN A NEW ZEALAND STORY COIN-OP 49

Here's the chance of a lifetime — win your very own coin-op. A real New Zealand Story arcade machine is up for grabs!

▲ Win the coin-op.

## WIN A VIDEO PLAYER AND INDY GOODIES 62

A VCR and all three Indy videos are the top prizes in this mega comp, and there are also 15 runners-up prizes of Indy goodie bags.

## WIN A DAY OUT AT ALTON TOWERS 68

Fancy a brilliant day out for free? Here's your chance — there are six pairs of tickets to Alton Towers on offer in this comp from Entertainment International.

▲ StarTrek V — boldly going.

## SAVE LOADS OF DOSH 24

Aaaagh! Money-off coupons return with a vengeance and wreak havoc. Watch seven quid get mercilessly hacked off Super Hang-On. Another seven quid is painfully sliced off R-Type, and Afterburner gets seven pounds painfully pulled out of its posterior. Roger Rabbit and ISS also come in for the chop — another lucky 7 off them too!

▲ PC engine boxing — out soon.

## PLAYMASTERS 27

The complete guide to Microprose Soccer, the complete solution to Kristal, a mega guide to Populous and everything you need to finish Rocket Ranger and Running Man are just the highlights of this month's massive mega tips section. And there's the official UK Computer Highscore table — are your scores on it?

▲ The whole Hog — Harley game.

## CES SHOW REPORT 70

Find out about all the incredible new technical gadgets and computer games that were on display at this summer's Consumer Electronics Show in Chicago.

## ARCADES 88

Two amazing new coin-ops get in-depth reviews — **Willow**, the arcade game-of-the-film from Capcom, and Irem's **Dragon Breed**, designed and programmed by the same team behind that shoot 'em up classic, R-Type. And there's the UK Arcade Highscore table too . . .

▲ Dragon Breed — mega coin-op.

## MEAN MACHINES 98

We've got red hot exclusives galore! Four Sega mega-games are reviewed — **Ghostbusters, Spellcaster, The Baseball**, and the best American Football game you're likely to see on a home computer, the amazing **Pro Football** — and we've also got a review on the PC Engine's newest and greatest shoot 'em up, **Twin Hell**. But the biggest exclusive is the complete PC Engine and 16 bit Sega release schedule for the rest of this year — there are some unbelievable games up and coming . . .

▲ First review of Indy III.

## PREVIEWS 106

Enter exclusive city as we give you the complete low-down on Activision's astonishing conversion of **Power Drift**, beam you down the latest news on **Star Trek V** the computer game, and ride out with the officially licensed **Harley Davidson** game. And we also have the first of a regular monthly update on the progress of Domark's conversion of that massive coin-op, **Hard Driv!n'**. Check it out.

## THE OTHER STUFF

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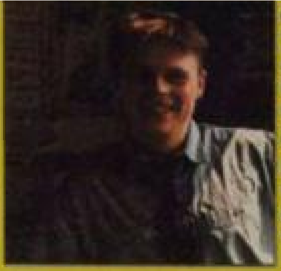
**STAFF WRITER: PAUL "SPIKE" GLANCEY**
Not a new rule by Julian — Paul's new spiky hair cut was his own doing . . . Even though he now looks a thug, he's still into games requiring intelligence and intellect.



**ADS MANAGER: NIGEL "BIJOU" TAYLOR**
A regular Yorkshire Pudding is our Nigel. All the girlies find him delicious when dipped in gravy. And he's a million times more efficient than Garry Williams.

**"SENIOR" SALES EXEC: JO COOKE**
Another right regular Yorkshire Pud, but this one only comes in a minuscule portion. She's still trying for that high score . . .

**PRODUCTION ASSISTANT: GLENYS "TEDDY BEAR" POWELL**
Glenys collects homeless and unloved Teddy Bears — if you've got any donations, send 'em in to her at the usual magazine address.

PRODUCTION ASSISTANT Glenys Powell PUBLISHER: Terry Pratt

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ROBERTS. 89

'Whichever format ... if you're a hardened shoot'em up veteran, Dominator is a game to scour the shelves for.'

Computer & Video Games magazine

C+VG HIT!

DOMINATOR. DESIGNED BY SYSTEM 3. NOT TO BE BEATEN.

Spectrum, ST, Amiga, Commodore, Amstrad screen shots shown.
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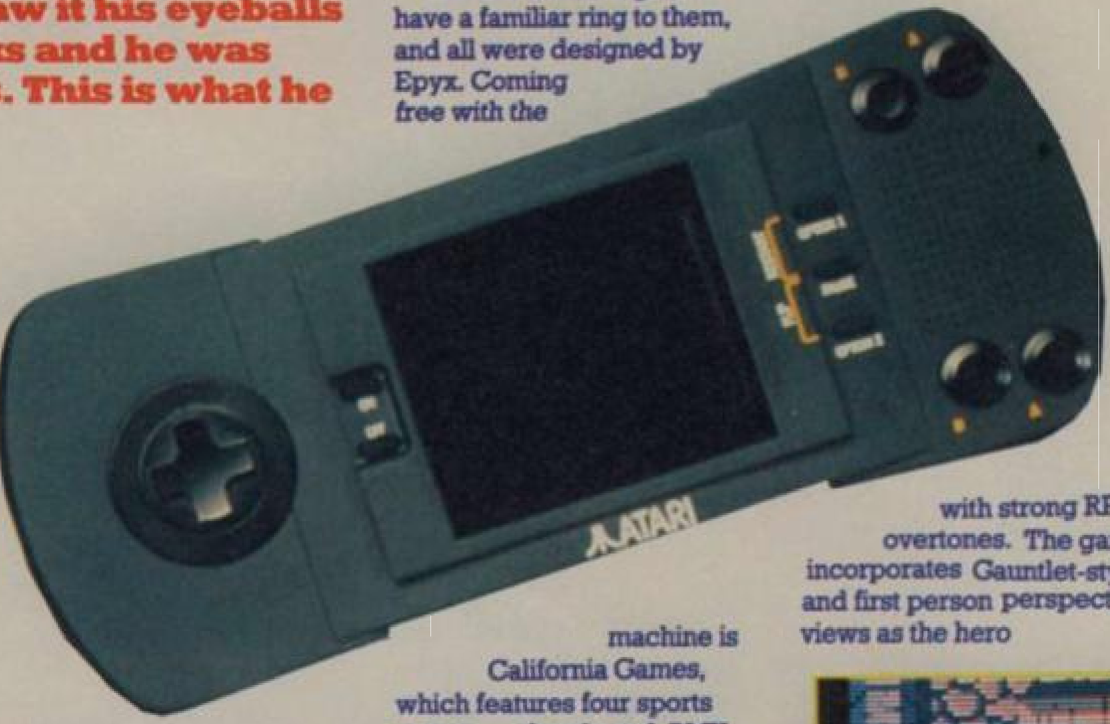
# ATARI'S UNBELIEVABLE ADVANTAG

**If you thought that Nintendo's black and white hand-held console looked good last month, wait until you see Atari's new machine, the Advantage — it'll blow your socks off. It runs twice as fast as an ST, has as many colours as the Amiga, has its own COLOUR monitor and fits in the palm of your hand. Sounds unbelievable? Julian Rignall thought so too, but when he actually saw it his eyeballs popped out on stalks and he was incoherent for days. This is what he says . . .**



▲ A new era in computer gaming.

## HERE IT IS

Erm . . . hmmm . . . What can I say about the most exciting thing to happen to the games industry since the invention of the home console? Well, the Atari Advantage takes computer gaming a quantum leap forward with a hand-held machine that offers 16 bit specifications in a box that's smaller than a video cassette.

The mini-console has an excellent pedigree. The machine was designed by RJ Mical and Dave Needle, better known as the geniuses who created the Amiga, originally for US software house, Epyx. But Atari stepped in, and with its massive financial backing and considerable experience in the home computer/consoles field has produced what is basically an amazing machine at a very reasonable price.

## THE MACHINE

The graphics are crisp and very fast, with 16 colours displayed on-screen at once from a pallette of 4096. Sound is four-channel stereo, with an built-in speaker on the machine, and a headphone jack for true sound appreciation.

The colour monitor is a big 'un for a hand-held, and is 3.5 inches square (considerably larger than the Game Boy). It's pin sharp and crystal clear, and using it is a joy.

The controls are typical of a console — a joypad with two fire buttons. They're responsive and very easy to use.

A neat touch is that the machine has been designed with right or left-handed people in mind. As you can see, there are two sets of fire buttons — there's an option to flick the screen upside down, so you can play however you want.

On the side of the machine is a communications port that lets you connect up to eight other Advantages together for multi-player games. Atari certainly haven't done things by halves.

Power-wise the machine takes six AA Walkman-sized batteries.

## THE GAMES

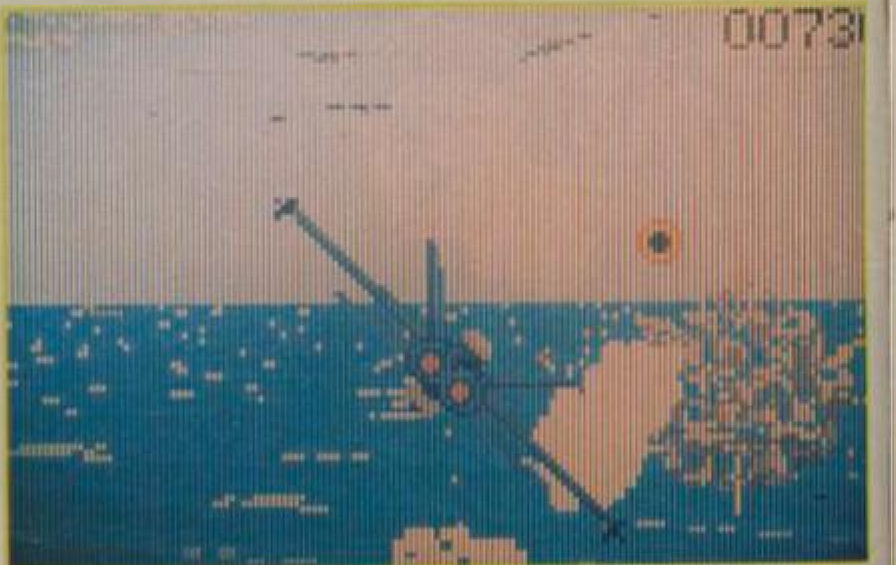
Although the Advantage's 64k RAM might sound small, it's capable of taking 16 Megabit game cards (that's 2 Megabytes (four ST or Amigas-worth of memory)), giving programmers considerable scope to produce some amazing games.

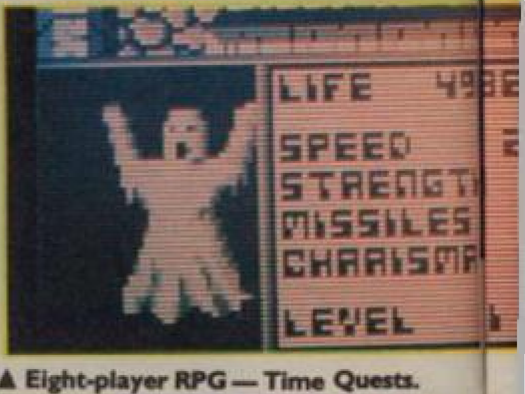
The first batch of games have a familiar ring to them, and all were designed by Epyx. Coming free with the machine is California Games, which features four sports events — skateboard, BMX, foot bag and surfing. It's a great freebie, and is very fast, colourful and playable.

Impossible Mission is another old title — mind you, it's widely regarded as one of the best computer games ever! The new Advantage version is considerably rejuvenated and is hardly recognisable from the original. Large-sized, beautifully animated graphics are used as the player takes control of a secret agent who infiltrates an enemy installation to rescue the President's kidnapped daughter. It looks brilliant.

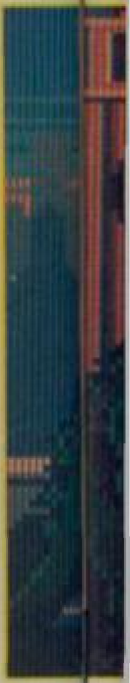
Role players will love Time Quests and Treasure Chests, a single or multi-player game with strong RPG overtones. The game incorporates Gauntlet-style and first person perspective views as the hero

▼ The amazing Blue Lightning.





▲ Eight-player RPG — Time Quests.

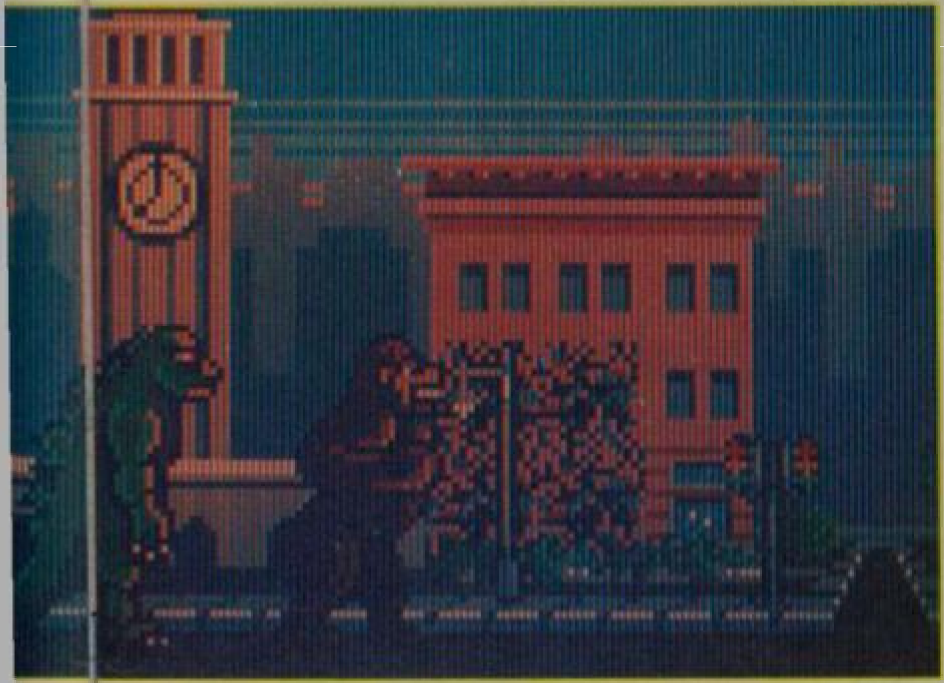


GE

attempts to find the Star Gem, a mythical stone.

Afterburner fans are well catered for with Blue Lightning, an incredibly fast 3D aerial combat game. Take to the skies in the eponymous craft and blow the enemy to pieces in ten different missions. It looks good and plays even better.

The other two games are The Gates of Zendocon, a slick shoot 'em up with over 50 different alien breeds to blast into the middle of next week, and Monster Demolition, a type of Rampage game which features creatures who run amok around a horizontally scrolling series of landscapes. Just to add to the fun, there's a multi-player option for massed monster mayhem.

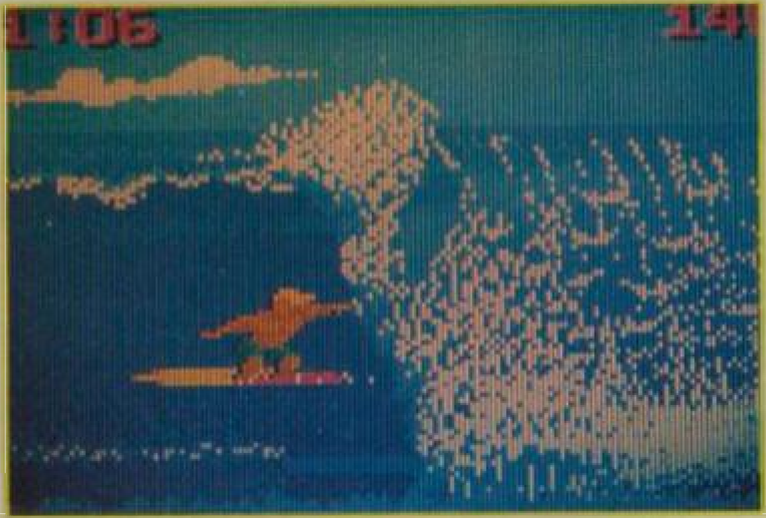


▲ Mega mayhem in Monster Demolition.

There are plenty of other games in the pipeline, and Atari are already signing up third party software houses to produce games for this machine.

## WHAT ABOUT THE GAME BOY?

Well, what indeed? The Game Boy is still a very neat little machine, however good the Advantage is, and costs less than half the price of its hand-held competitor. Having said that, it's really like comparing a Spectrum to an ST. The Game Boy has some excellent games available for it, and it's a fun machine that will eventually have a big software library, but if you're wondering which to buy, examine your budget, and if you can afford an Advantage, that's the one to go for.



▲ California Games.

## WHEN, WHERE AND HOW MUCH

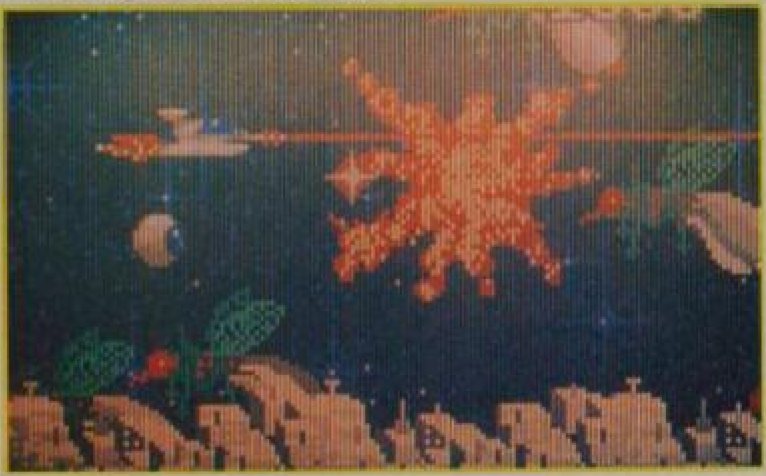
The Advantage is released in America this autumn and will cost $150, about £90. Games weigh in at $34.99 (just under £20). Atari haven't yet fixed a release date in this country, so it's doubtful that you'll see it until next year. But at least you'll have plenty of time to save your money for this marvellous machine.

Keep watching this space — we'll be bringing you regular Advantage updates whenever we get new information.

### SPECIFI CATIONS

| | |
|---|---|
| **SCREEN:** | 160x102 |
| **COLOURS:** | 4096 |
| **CLOCK SPEED:** | 16Mhz |
| **RAM:** | 64k |
| **SOUND:** | Four-channel stereo |

▼ Blasting in Gates of Zendocon.



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## MAGNUM FORCE

At the end of July, Sinclair will be launching the "Action Pack", a package comprising the new Magnum light gun, six games and either a Spectrum +2 (for £149) or a +3 (for £199). The Spectrum version of the Magnum and its games pack will cost for £29.95 and you Amstrad owners can pick up a similar package for £34.95. There are no firm plans for other versions at present.

"But what are the games?" we hear you cry. Pick of the six has to be Ocean's conversion of Operation Wolf, which, played with the Magnum, should be just like the coin-op. The rest of the bunch are *Bull's Eye* (a ropey old license of the dart-throwin' quiz game), *Robot Attack*, *Solar Invasion*, *Missile Ground Zero* and *Rookie*. No, we've never heard of the last four either.

sinclair
ZX SPECTRUM+3
ACTION PACK

## GOLD PRICES PLUMMET!

US Gold haven't half got some good cheapos lined up for members of the Skint Software Punters Society. Over the next couple of months, you should be able to pick up some of Epyx's best ever C64 stuff on the KIXX label. Summer Games, World Games and the superb Pit Stop II are all available for a mere £2.99 on cassette and only £4.99 on disk! At the same price, there's Cybernoid (nifty Hewson shoot 'em up), Mission Elevator (smart arcade adventure from way back) and Gauntlets I and II (well playable arcade conversions). Quite a line up, all in all.

## GOLD PRICES PLUMMET II!

ST and Amiga owners aren't being left out, either. Access' finest golfing simulation, World Class Leaderboard is to be on the shelves for £9.99 on the Klassix label, as are the best-selling (but only moderately playable) Out Run conversions. Still, for ten quid, it's better than a poke in the eye with a pointed stick. Believe us — we've tried it.

Pass the Optrex, someone.

## THE HEAT IS ON!

Hewson, cuddly company that they are, are set to release *Heat Wave*, an 8 bit compilation of some of their "hottest" ever games. The Amstrad, C64 and Spectrum packages will all consist of *Nebulus*, *Firelord*, *Ranarama*, *Zynaps* and *Netherworld*. On top of that, the C64 version comes with Andrew Braybrook's *Alleykat* while Spectrum and Amstrad owners get *Impossaball*. Not a bad line up, that. August is the release date, and £12.99 is the price for all cassette versions.

## STICK IT TO 'EM

With a title like that you may have guessed that this piece is about some joystick or other. In fact, we would like to draw your attention to the three new sticks pictured, fresh from the salubrious warehouses of De Gale Marketing. They're for any computer and they all have a special CPC switch which lets the autofire work on an Amstrad. And all for a mere £8.95.

The other stick is the top of the range mad-dog, which goes under the whizzo title of The Quickjoy V Superboard. Number Five is kitted out with TEN microswitches, variable speed autofire AND a digital stopwatch with alarm, which will come in really handy, we're *sure*. Price for this beast is £19.95.

## VIRGIN ON THE RIDICULOUS

Those wacky bods at Virgin are still blow-drying the ink on the contract which will see them producing a game based on fab 70's comedy show, Monty Python's Flying Circus. CORE (the people behind last month's jolly wheeze, Microprose's *Rick Dangerous*) have already started programming the game which is expected to star many of the regular Python characters, including DP "OOOOH!" Gumby. The finished product won't see the light of day until January of next year — which just happens to coincide with Python's 20th anniversary. Expect it on all major formats as well as PC.

## MORE SPECGUNS

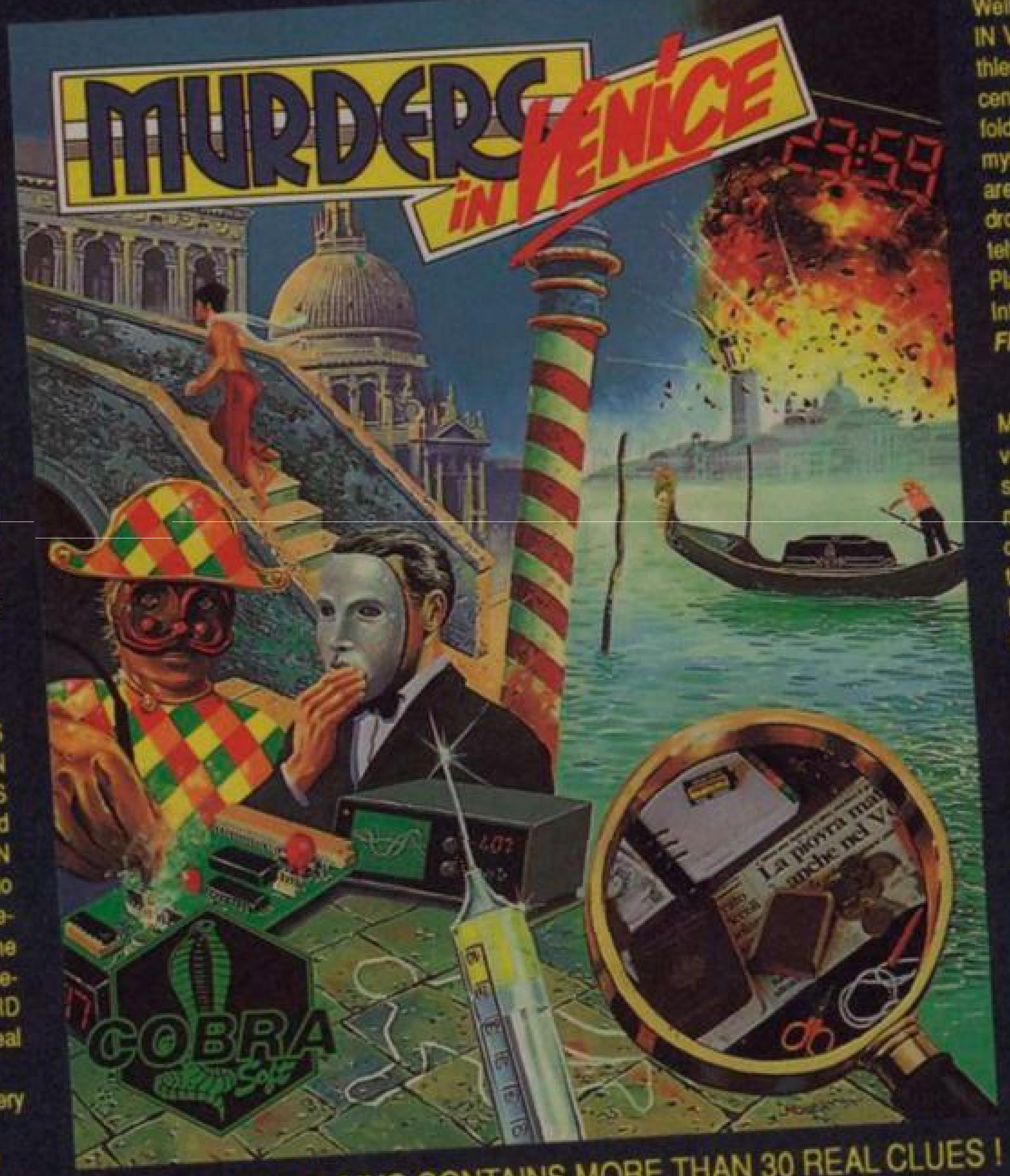
Joystick manufacturers, Cheetah, are also hoping to enter the light gunfight sometime later in the year with their *Terminator*. Cheetah are reticent about their plans, at present but they are hoping to produce versions for the Spectrum, C64, ST, Amiga, Sega and Nintendo, and all at a lower price than the Sinclair gun.

# ENTHUSIASTIC FRENCH PRESS REVIEWS !!!

COBRA SOFT has thought of everything ! Thanks to the Organizer and other little treasures, the inquiry becomes a pleasure. MURDERS IN VENICE has the talent to be very easy to practice and fascinating at the same time. The whole game system includes an undeniable ludic aspect.
Graphics : ****
Sound : *****
***TILT***

As usual, a whole lot of objects serving as clues go with the software and will guide the player in his inquiry. A game so technically well conceived it will seduce the fans of Miss Marple.
***MICROWORLD***

After MEURTRES EN SERIES (Murders in series), MURDER ON THE ATLANTIC and MEURTRES A GRANDE VITESSE (High Speed Murder) here comes MURDERS IN VENICE. If it was necessary to strike a great hit to leave the precedent successes unmarked, one could say without the slightest hesitation that Betrand BROCARD and his staff have created a real masterpiece. (...)
A remarkable challenge for a very exceptional software.
***SVM (Sciences et Vie Micro)***



Impressive and ingenious!
Well, we'll be honest; MURDERS IN VENICE left us literally breathless ! Infernal intrigue, magnificent screens, genious and manifold conception (...) plus the mysterious Venetian atmosphere are the elements that makes you drop everything and dive immediately into the investigation !
Playability: exceptional
Interest: fabulous
***FIRST Magazine***

MURDERS IN VENICE is the very kind of production that shows that detective intrigues may always compete or even outrun the ludic interest of all the other software. (...)
It's really genious.
***GENERATION4***

If I had to stop right here, I would say that MURDERS IN VENICE is a superb detective inquiry "open enough" to interest the freaks of Scotland Yard and the inveterate adventurers alike.
The only thing is that it is even better than that !
***MICRO-NEWS***

THE PACKAGING CONTAINS MORE THAN 30 REAL CLUES !

## ADVENTURE AND ACTION FOR THE NEW SUPER-PRODUCTION FROM COBRASOFT

**Venise is threatened. The terrorists' ultimatum expires in 5 hours. It's time for you to step in to defuse the infernal bomb...**
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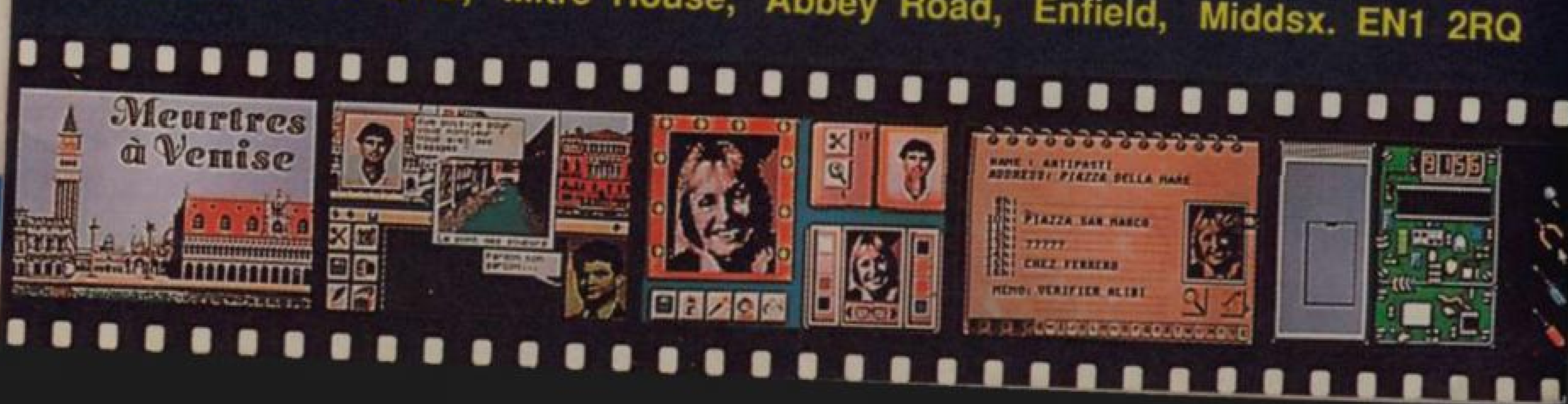

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# BUG REPORT

## ATARI ST

### FALCON

LEVEL:ANY

***WHAT HAPPENS:***

Crashes within sighting range of a mig or airport in NW edge of map (when in bombing range)

***NUMBER OF REPORTS SO FAR:1***

## SEGA

### WORLD SOCCER

LEVEL:GOAL

***WHAT HAPPENS:***

When you score a goal and the screen is scrolling between the one you're on and going up Sega advert boards appear and you stop

***NUMBER OF REPORTS SO FAR:1***

## C64

### DOUBLE DRAGON

LEVEL:All

***WHAT HAPPENS:***

When you run to the top the screen and jump the fighter against you he becomes paralysed

***NUMBER OF REPORTS SO FAR:1***

### RASTAN

LEVEL:1

***WHAT HAPPENS:***

If you jump on the moving gate you are stuck there and have to reload the whole game

***NUMBER OF REPORTS SO FAR:1***

## AMSTRAD CPC

### NIGHT RAIDER

LEVEL:ALL

***WHAT HAPPENS:***

After a while lines of latitude on map and certain objects in the cockpit go missing and things go blurred

***NUMBER OF REPORTS SO FAR:1***

### RENEGADE

LEVEL:3

***WHAT HAPPENS:***

If you try to mount an opponent when it is on the ground it resets the computer!

***NUMBER OF REPORTS SO FAR:2***

### TREASURE IS. DIZZY

LEVEL:TREEHOUSE

***WHAT HAPPENS:***

When you get out of the treehouse it just stops suddenly for no reason

***NUMBER OF REPORTS SO FAR:1***

### RUNTHEGAUNTLET

LEVEL:ROAD TRANSPORT

***WHAT HAPPENS:***

If you hit the other buggys your own buggy hurtles off the screen uncontrollably and crashes

***NUMBER OF REPORTS SO FAR:1***

### DRAGON NINJA

LEVEL:HIGH SCORE

***WHAT HAPPENS:***

You can't write your name in the high score table so you can't get back to the menu to start

***NUMBER OF REPORTS SO FAR:1***

### OPERATION WOLF

LEVEL:4

***WHAT HAPPENS:***

Just a head appears or half a helicopter

***NUMBER OF REPORTS SO FAR:1***

### D. THOMPSON O. C.

LEVEL:DAY 2

***WHAT HAPPENS:***

Starts to load the next level but then screen cuts out and goes blank

***NUMBER OF REPORTS SO FAR:1***

### BUBBLE BOBBLE

LEVEL:ANY

***WHAT HAPPENS:***

The game just pauses and often dots or lines appear for no reason.

***NUMBER OF REPORTS SO FAR:1***

## AMIGA

### DALEY THOMPSON

LEVEL:ANY

***WHAT HAPPENS:***

An address code error makes the game stop and you have to load it again

***NUMBER OF REPORTS SO FAR:1***

### SUPER HANG ON

LEVEL:ALL

***WHAT HAPPENS:***

Arrow points that next bend is top the right but it's always to the left!

***NUMBER OF REPORTS SO FAR:1***

### OPERATION WOLF

LEVEL:END OF GAME

***WHAT HAPPENS:***

Even if all the hostages are alive it still says all hostages are dead

***NUMBER OF REPORTS SO FAR:1***

## SPECTRUM

### OPERATION WOLF

LEVEL:4-6

***WHAT HAPPENS:***

Sometimes you find a flying armoured car - then it just freezes.

***NUMBER OF REPORTS SO FAR:1***

### RENEGADE

LEVEL:SEE BELOW

***WHAT HAPPENS:***

When first wave of baddies came I died pressed right key, then appeared at bottom of the screen in two and couldn't move.

***NUMBER OF REPORTS SO FAR:1***

### WAR IN MIDDLE EARTH

LEVEL:ON THIRD TIMER

***WHAT HAPPENS:***

Screen went blank, asked to start tape - loaded picture of Sauron in hell, then froze.

***NUMBER OF REPORTS SO FAR:2***

### MICROPROSESOCCER

LEVEL:OPTIONS SCREEN

***WHAT HAPPENS:***

Kempston selection does not work

***NUMBER OF REPORTS SO FAR:1***

### OPERATION WOLF

LEVEL:AMMUNITION DUMPS

***WHAT HAPPENS:***

One of the men with the bullet jackets loses his head but his body continues to shoot

***NUMBER OF REPORTS SO FAR:1***

## I'VE GOT A BUG TO REPORT

**NAME:** ..............................................................

**ADDRESS** ..............................................................

..............................................................

**NAME OF GAME:** ..............................................................

**MACHINE:** ..............................................................

**LEVEL BUG OCCURRED:** ..............................................................

**WHAT HAPPENED:** ..............................................................

..............................................................

..............................................................

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# Software Classics

# COL LEC TAB LES

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ELECTRONIC ARTS

**"Game of the Year Finalist"** British Micro Computing Awards

"If ever there were a game that could be accurately dubbed arcade quality, this is it." – PCW

Amiga, PC, Atari ST, C64/D

ELECTRONIC ARTS

**"Legacy of the Ancients is the best role playing game"**—Commodore Computing International

"9 Endurance, 8 Toughness, 8 Overall"—Commodore User

C64/D, NEW on PC

The Bard's Tale
ELECTRONIC ARTS

**"Adventure Game of the Year"** – Computer Leisure Awards '88

"9/10" – Your Sinclair, "90%" – Amstrad Action

Amiga, Atari ST, PC, C64 C/D, Spectrum & Amstrad

SKYFOX II
ELECTRONIC ARTS

**"4/5 Value, Graphics, Appeal"** – PC Plus,

"85%" "Skyfox II is great." – *TGM*

Amiga, C64/D, PC, NEW Atari ST

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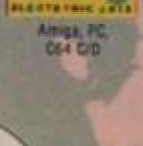
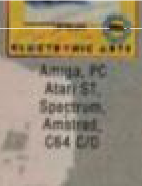
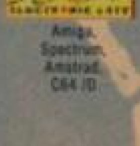

Amiga, PC, C64 C/D

C64 disk


Amiga, PC
Atari ST,
Spectrum,
Amstrad,
C64 C/D

C64 /D
NEW,
IBM PC

Atari ST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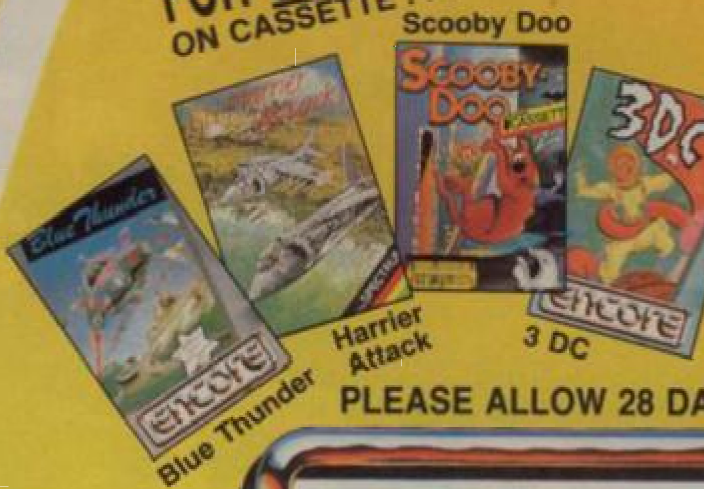
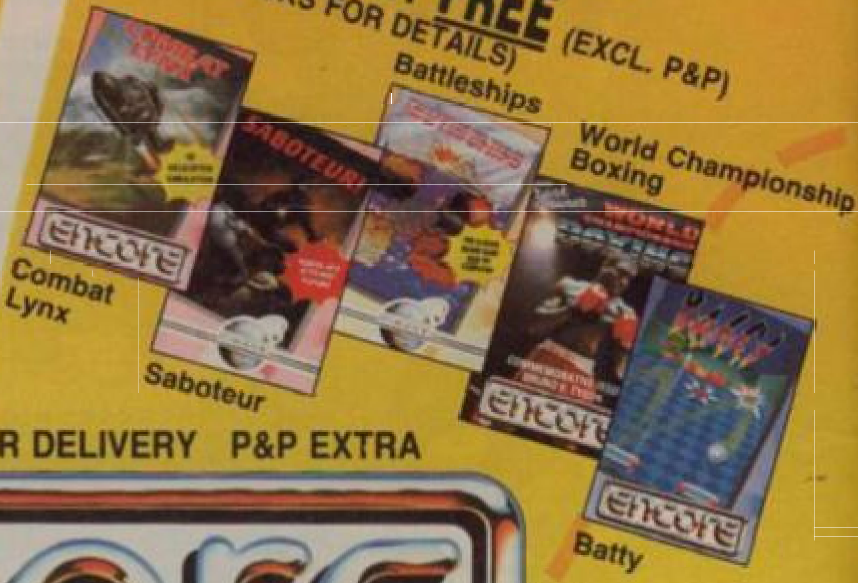

Scooby Doo
Blue Thunder
Harrier Attack
3 DC


Battleships
World Championship Boxing
Combat Lynx
Saboteur
Batty

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| Title | Spectrum | Comm 64 | Amstrad | Comm 16 | BBC | Atari (8 bit) | Price |
|---|---|---|---|---|---|---|---|
| Bombjack | ● | ● | ● | ● | | | 1.99 |
| Airwolf | ● | ● | ● | ● | ● | ● | 1.99 |
| Battleships | ● | ● | ● | | | | 1.99 |
| Saboteur | ● | ● | ● | | | | 1.99 |
| Combat Lynx | ● | ● | ● | | | | 1.99 |
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| Turbo Esprit | ● | ● | ● | | | | 1.99 |
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|---|---|---|---|---|---|---|---|
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| Storm Warrior | | ● | ● | | | | 1.99 |
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# REVIEWS INDEX

## THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

### GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

### SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

### VALUE

Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words — is it worth the money.

### PLAYABILITY

This tells you how addictive and enjoyable the game is — the higher the rating is, the more playable the game is.

### OVERALL

The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

## THE MARKS

**85+**
A C+VG HIT! An outstanding game that shouldn't be missed.

**70-85**
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

**55-69**
Average to fairly good. Could still appeal to fans of the genre.

**40-55**
Below average to average. Generally a disappointment.

**15-39**
Generally a poor game that mightn't even appeal to the most ardent fans.

**14-**
Ugh! Binary sewage that's guaranteed to make your computer throw up.

## THE REVIEWERS

**JULIAN RIGNALL**
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

**PAUL GLANCEY**
He loves games requiring brains, but doesn't mind the odd blaster.

**PHIL SOUTH**
An all-rounder who likes all manner of games — as long as they're good.

**GORDON HOUGHTON**
Ex-ZZAP! 64 Editor who loves games of all sorts.

## REVIEWS

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## C+VG HIT! REVIEWS

**SHINOBI 16**
Brilliant kung-fu Ninja action from Virgin/Mastertronic.

**KULT 52**
Weird, but compulsive action from Infogrames.

**BLOODWYCH 54**
Simultaneous two-player role playing from Mirrorsoft.

**MR HELI 66**
Firebird's Irem conversion flies in for a HIT!

**CITADEL 70**
The best C64 game so far this year — check it out.

**STUNT CAR 76**
A simply amazing racing game from Microprose that burns off the opposition.

**TWIN HELI 98**
This superb blaster is another PC Engine winner.

**PRO FOOTBALL 98**
Stunning American football action on the Sega.

**GHOSTBUSTERS 100**
Bust some spooks with this mega Sega game.

### PC ENGINE

TWIN HELI 98

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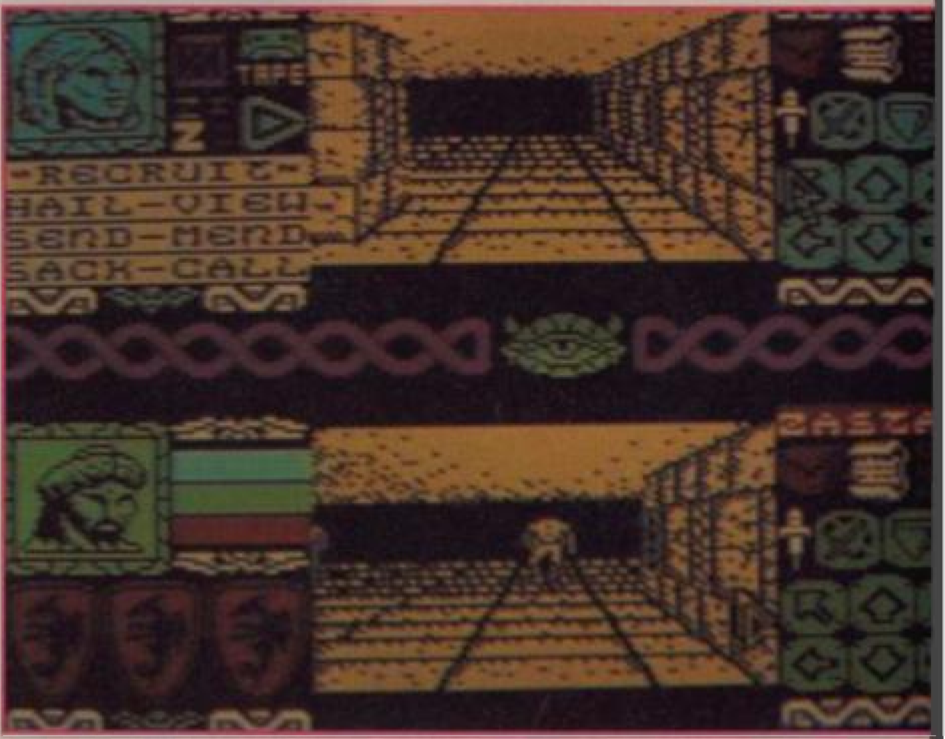


## ▶ ST C64 AMSTRAD SPECTRUM

# SHIN

### BY VIRGIN/MASTERTRONIC

If you're one of those who enjoys indulging in a bit of coin-op violence every now and again, you'll be pleased to hear that Virgin/Mastertronic have just put the finishing touches to their conversions of Sega's Shinobi, a game of ninjas, kung-fu, throwing stars and poking baddies with sharp and pointy ninja sticks.

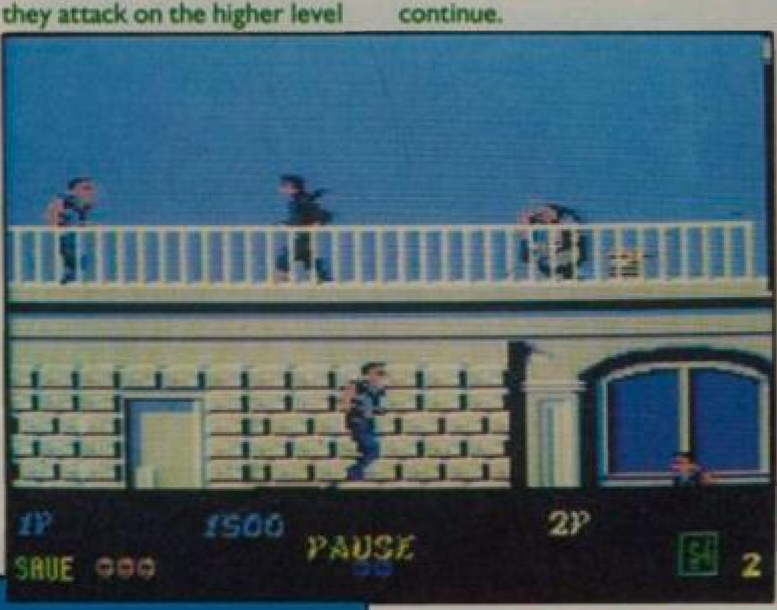
The reason for all this action is because the local arch baddie has kidnapped all the children, and is currently holding them hostage. Being a particularly wicked and scheming hoodlum, he's distributed them all over his side of town, forcing any potential hero to travel through all five levels of his horizontally scrolling patch before he can rescue them all.

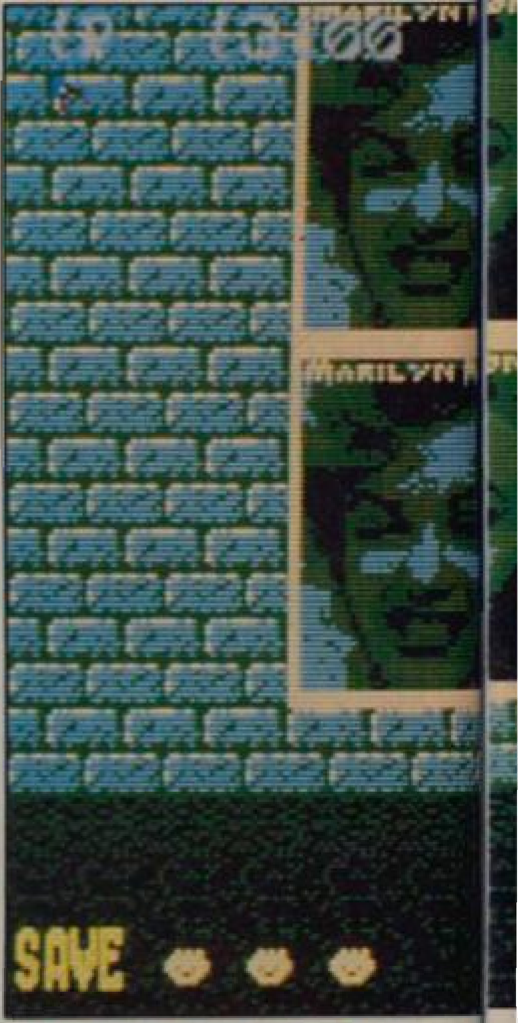
And of course there *is* a hero — you, Shinobi, black-garbed ninja person, who comes complete with a repertoire of kung-fu moves, an unlimited supply of shuriken bunging stars and a limited supply of ninja magic — a sort of super ninja smart bomb thingie for use in emergencies only.

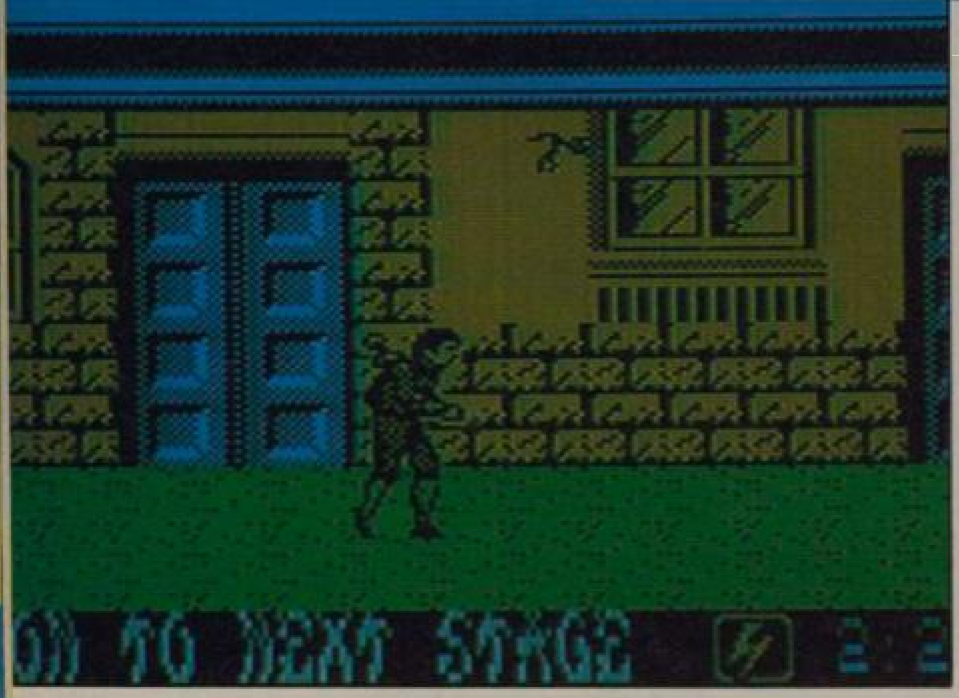
The chief baddie might be a wicked and scheming hood, but he's also yeller-livered, and has in his employment a whole army of henchmen ready to do battle with any potential good-guy. So pop on your best ninja espadrilles and prepare to partake in some serious chopsocky.

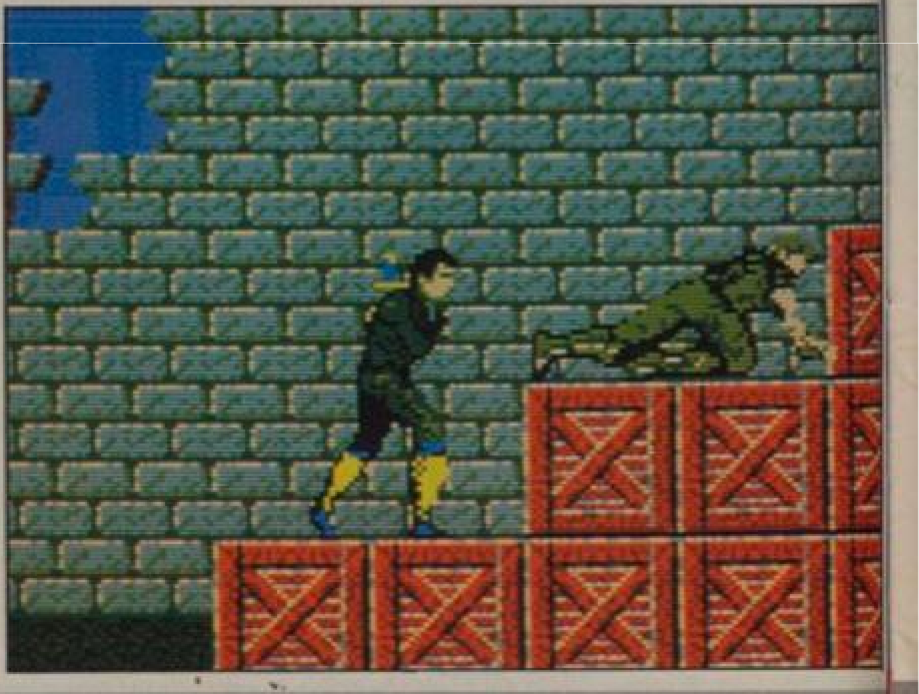
Within seconds of Shinobi starting his mission of mercy, the baddies attack with guns, swords and even kung-fu kicks and punches. A well-aimed lob of a spinning shuriken is enough to take out most enemy types, but some are tougher and require more than a couple of accurate hits before they expire.

As Shinobi walks further into enemy territory, he encounters an upper walkway which he can jump onto to avoid marauding villains — although sometimes they attack on the higher level too! Nippers in bondage (oo-er) are found scattered around the landscape, and these are rescued by simply walking over them. When, and only when Shinobi has rescued them all can he walk to the end of the level and duff over the guardian who stands over the exit. There's one of these at the end of every level, and each must be destroyed before Shinobi can continue.



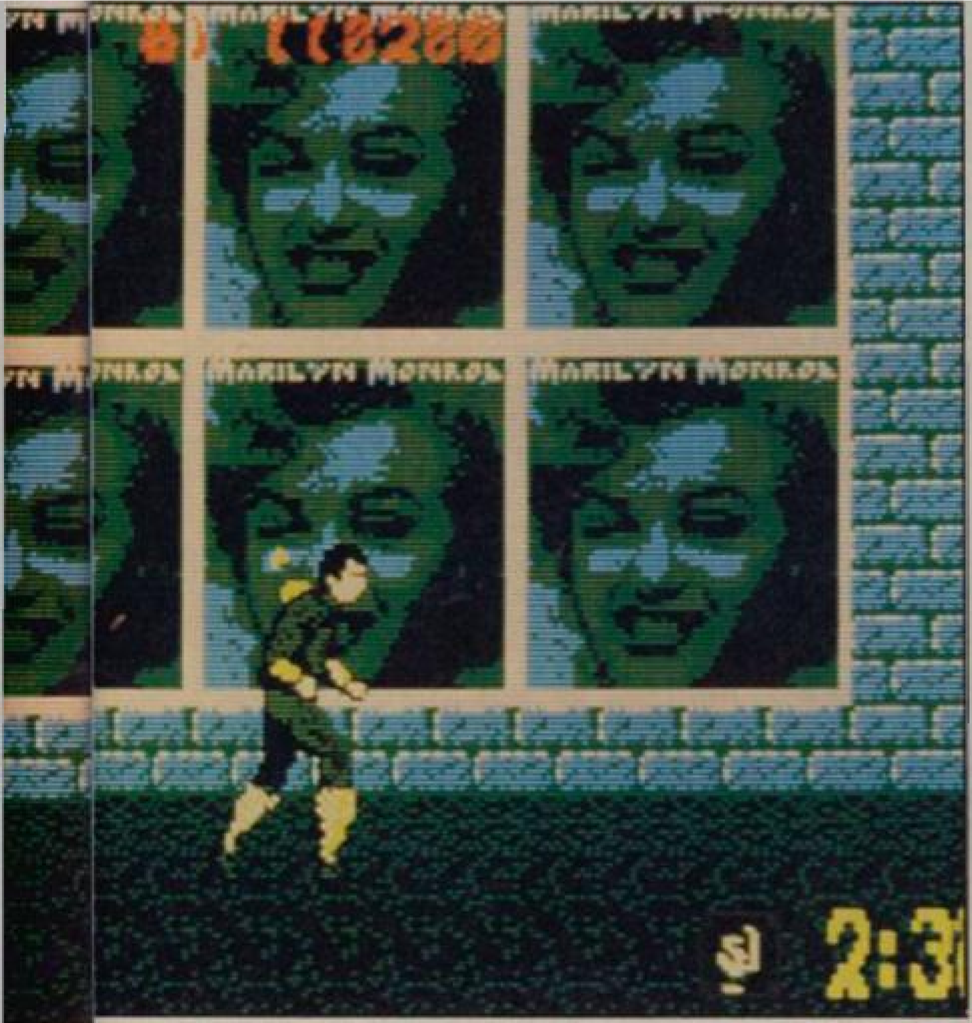






# NOBI

C+VG HIT!

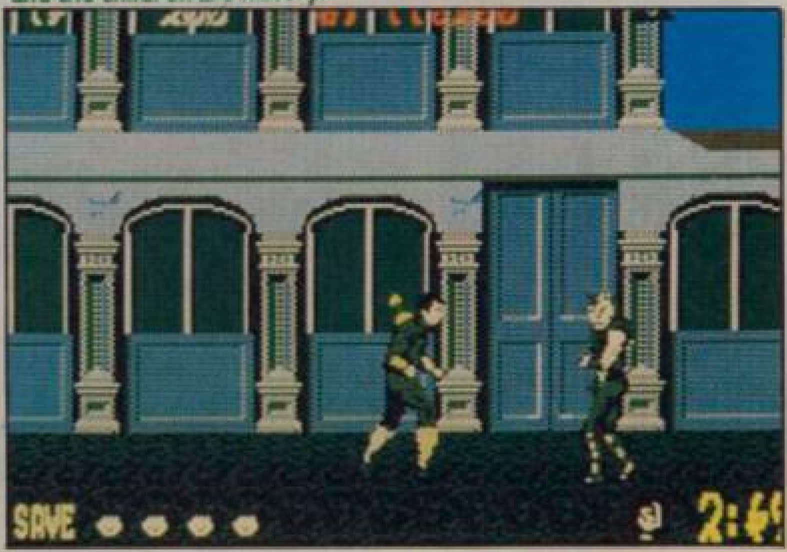


As well as kiddies there are other useful items lying around which can be picked up by Shinobi and used to his advantage. These include swords, extra ninja magic bombs, extra lives and super shuriken stars (brilliant for chucking at the tougher baddies).

Entrances to the bonus screen are also located at points around the landscape — touch these and Shinobi gets the chance to earn himself some bonus lives.

The screen is presented in first-person 3D, and the idea is to kill advancing ninja baddies by sticking them with shurikens before they come close enough to do damage to Shinobi. The enemy come thick and fast, but Shinobi is capable of dishing stars out at an awesome rate — kill all the evil ninjas and an extra life is awarded.

At the end of the last level is the evil one himself — and Shinobi fights him to the death. Defeat him and Shinobi can go home to a hero's welcome, youngsters in tow. Fail, and you and the children are history.



The best version of Shinobi is the C64. Excellent graphics, fast action, good tunes and faithful arcade gameplay make for an exciting and thrilling action game that's easily the best of its type.

The ST is a bit of a disappointment. The gameplay and tunes are true to the arcade game, but the graphics are terrible and the scrolling is juddery. Still, it's the playability that counts, and while Shinobi fans are fully justified to moan about the graphics, they won't complain about the action.

Amstrad and Spectrum versions are great fun, the former is colourful and slightly jerky, and the latter is smoother but less colourful, but both have plenty to satisfy fans of the arcade machine.

**JULIAN RIGNALL**

## UPDATE

*The Amiga version will be available soon. Let's hope the graphics are better and smoother than the ST.*

**AMSTRAD £9.99**

*Colourful, jerky, but playable rendition of the arcade machine.*

**OVERALL 75%**

**SPECTRUM £9.99**

*Colourful, fast and smooth. Every bit as playable as the C64 version. Highly recommended.*

**OVERALL 85%**

**ST £9.99**

*Grotty graphics and jerky scrolling, but more than made up for by addictive gameplay. The best Ninja game on the ST.*

**OVERALL 79%**

**C64 £9.99**

| | |
|---|---|
| GRAPHICS | 85% |
| SOUND | 84% |
| VALUE | 85% |
| PLAYABILITY | 88% |

*An excellent version of Shinobi, faithful to the arcade game in every way. Highly recommended to Ninja fans.*

**OVERALL 87%**

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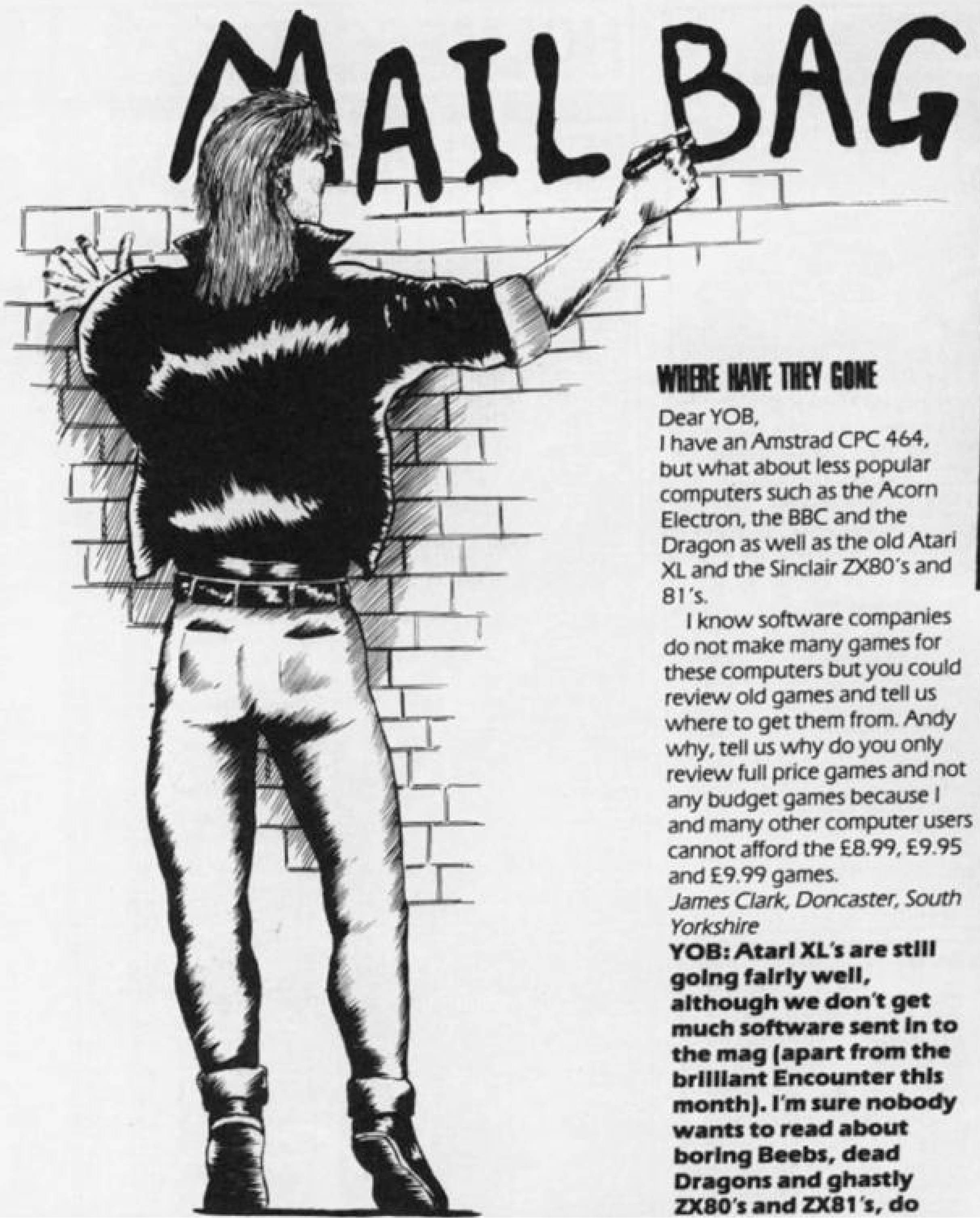


**He's here! YOB! The letter answerer that makes all the others look like complete and utter dipsticks. And you'd better agree otherwise you'll get a smack in the mush. If you've got anything to say, be it witty remarks, stupid remarks, questions, answers, advice, complaints, jokes . . . or whatever (even cartoons or pictures), send 'em to YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your letter is utterly fab, YOB'll send you a stonkingly brilliant T-shirt and some software for your computer.**

## WHERE HAVE THEY GONE

Dear YOB,
I have an Amstrad CPC 464, but what about less popular computers such as the Acorn Electron, the BBC and the Dragon as well as the old Atari XL and the Sinclair ZX80's and 81's.

I know software companies do not make many games for these computers but you could review old games and tell us where to get them from. Andy why, tell us why do you only review full price games and not any budget games because I and many other computer users cannot afford the £8.99, £9.95 and £9.99 games.
*James Clark, Doncaster, South Yorkshire*

**YOB: Atari XL's are still going fairly well, although we don't get much software sent in to the mag (apart from the brilliant Encounter this month). I'm sure nobody wants to read about boring Beebs, dead Dragons and ghastly ZX80's and ZX81's, do they? However, in future issues, we might run a series of "Whatever happened to . . ." features — it could be fun! We do review budget games.**

## BEYOND REACH

Dear YOB,
Could you please tell me where the headquarters of Beyond Software are, and do you know when The Eye of the Moon by Beyond is coming out?
*K Denny, Saltcoats, Strathclyde*

**YOB: Beyond were bought by Firebird, who in turn have just been bought by Microprose. I wouldn't hold your breath in anticipation of Eye of the Moon if I were you. You'd more than likely turn puce and explode.**

## A BIT PRICEY

Dear YOB,
Could you please hold back July's issue (with the amusement arcade on the front cover) out on the 15th of June to the 16th of June (2015) as it will take me at least this long to save up £50,001.25.
*Stephen Fifield, London*
PS Let it be known that I was the 4,677th person to complete Last Ninja II on my mate's C64.

**YOB: We-e-ell . . . alright. But you better start saving your pennies right away. Oh, and congratulations on that wonderful Ninja II achievement. You're a real star.**

## YOU'RE SO SMEGGY

Dear YOB,
You really are a smeggy git aren't you. You take the p*** out of everybody that writes in. You'll probably cuss me down but I don't care, you really take the biscuit!! Just start being nice and writing informative replies or I will deem Mailbag extremely unsexy!
*Mark Newman, Beckenham, Kent*

**YOB: When I get interesting letters, I'm nice. When I get crappy scribblings from idiots like you I'm not. So shove off, smelly.**

## SKWEEK SPEAKS

Dear YOB,
I had to write to you and ask if that's picture of you writing on the wall on the mailbag page. If so, I love your haircut — it's a bit like mine. Spikey people have more fun, know what I mean?
*SKWEEK, Paris, France*

**YOB: That "picture" makes mockery of my handsome features. But I do have spikey hair and think that spikey people do have more fun, although I'd draw the line at sticking a joystick up my bum. Obviously you enjoy it, judging by the expression on your face!**

## BRAINSTICK COMP

Dear YOB,
Who designed the Brainstick — it has real visual impact. Even if it doesn't work, it would sell and if your gullible readers are stupid enough to write in about a Kempston Spectrum joystick interface tied to two suckers from the bottom of a Quick-Shot II with a piece of wire, they'd buy this — just to impress their friends (the ones who are cleverer didn't write in to avoid embarrassment).
*Simon Lewis, Herne Bay, Kent*
**YOB: The Brainstick was a product of the fertile minds of Messrs Rignall and Glancey, and was made from various chips and circuit boards ripped out of a load of redundant printer interfaces that were lying around the office. As a gesture of my supreme generosity, I'm offering the Brainstick as a prize in a one-off YOB mega-competition. All you have to do to win this fabulous prize is write in with your favourite jokes. The best jokes will get printed, and the funniest of all wins the sender that marvel of modern technology, the Brainstick, and a C+VG T-shirt. Send your entries to the above address, and mark your envelope "I've got a joke for Tom O'Connor".**

## SOME MSX WHINGES

Dear YOB,
I have just one complaint about your magazine and that is you don't include people's computers like mine. I have an MSX and I reckon you should have something for us in your magazine because there is nothing for us in magazines. I might have to sell my computer because there aren't many games.

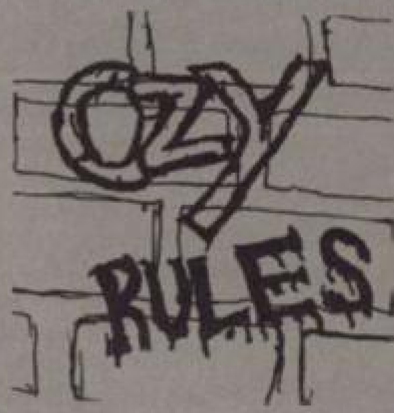
I know if you included more stuff for machines like my computer you would get more readers. But to finish off I must say your idea of posters was excellent I love the 3D poster you put in this months issue — it was fab.
*Paul David, Stanford Le Hope, Essex*
**YOB: There's not much happening on the MSX scene at the moment, but if something exciting happens, we'll cover it.**

## BRING BACK THE ORIC

Dear YOB,
I am writing to complain about the lack of Oric coverage in your "new look" magazine. On behalf of the two or so Oric users, I'd just like to say that it's an unjustified outrageous travesty of human justice. In your June issue my friend and I counted NO Oric games coverage whatsoever in your magazine — it's just become a waste of money. It is a great shame considering the power of this machine, especially with BASIC commands such as "zap", "ping", "shoot" and "explode" which make the Amiga sound like a cow on heat.

I would like to ask Julian Rignall to increase his tips section to cope with the growing number of Oric users (my friend's dog bought one yesterday) and would also like him to print some tips on Quazimodo, which the dog is currently mapping out.

I have just bought an Amstrad Satellite dish, and seek details on how I may receive SKY television through my trusty Oric. My friend's dog told me that I might need some sort of interface or a CD-ROM unit. Is this information correct and if so could you publish the relevant details?



I notice a lot of coverage in your magazine about the PC Engine and wonder if the cartridges are Oric compatible (I don't mind buying a special adaptor)? Will these cartridges be on sale at the next Oric Show at Earls Court (broom cupboard?)

I think that FAST (Federation Against Software Theft) should investigate the growing number of Oric Cracking Groups as tens of millions of pounds are lost each year because of these fiends. I myself am in a cracking group (TOC — *The Oric Club*), meetings are held once a week in my shed. I have just finished writing Turbo OutRun for Sega (they use Oric Boards inside their Hydraulic cabinets) and hope you like it.

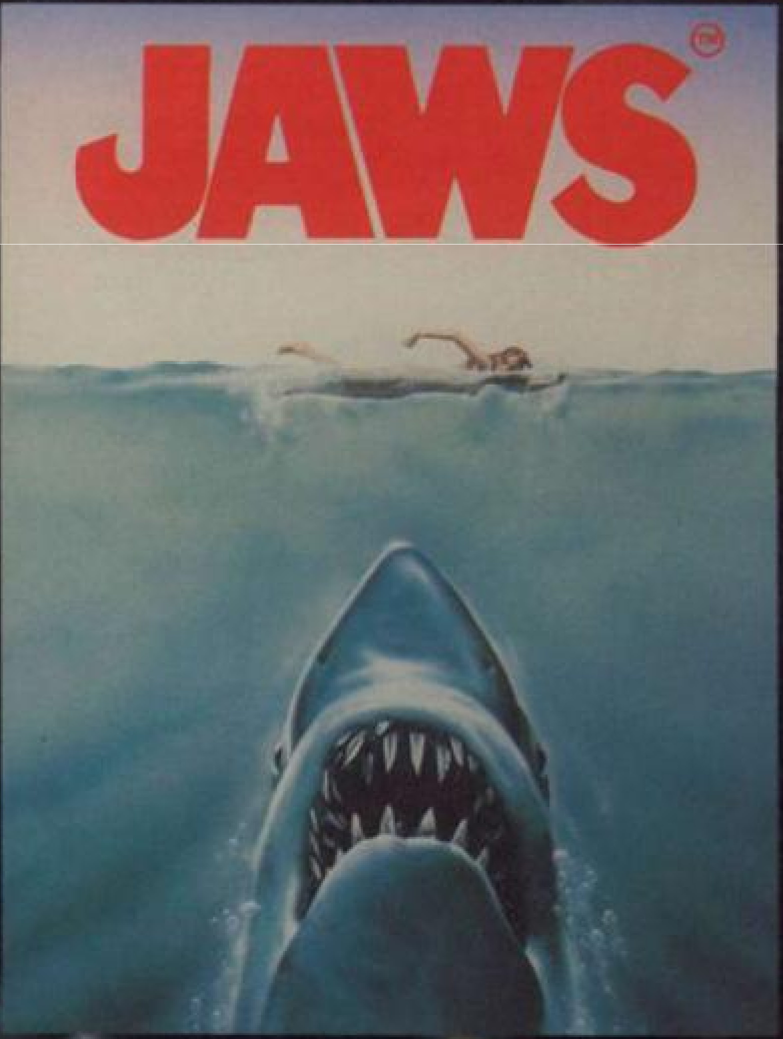
Our group's latest demo features FLD, DYSP and LSD techniques. All the hackers are talking about it, as it's written in BASIC and when Compunet allows Oric Users to enter the 'Net, I will be uploading it, so look out Oric Users!
*Darth Vader and Yoda of TOC, IRA Secret Headquarters, Chalk Farm Underground Station, London*
**YOB: What a brilliant letter! Laugh? I did — long and loud. Have a C+VG T-shirt for your highly original and entertaining prose. I haven't got any Oric software to send you, I'm afraid, but if you've got access to another machine, write in and tell me what it is and I'll be only too pleased to send you some new games.**

## MORE ON PC ENGINE

Dear YOB,
I am writing about something you may feel is a little boring to mention at the moment, as you are probably run down with letters about the . . . you guessed it, the PC Engine. I do feel though that if this wonderous machine as is good as everyone is saying, how is it that it only manages to get three or four pages a month at the back of C+VG. Surely more information than this you must have in your little mitts after four weeks.

Something else I would like to mention is do you think there will be a PC Engine top 10 selling games in your mag, when it gets off the ground a little bit more. Please answer these questions, I would be grateful.
*R Barrow, Sunderland, Tyne and Wear*
**YOB: At the moment in the UK, the PC Engine user base is very small, and supplies of games limited. We cover everything that's happening on the PC Engine — and sometimes there are quiet periods, like now. When NEC finally launch the Engine here, and the user base increases and games become easily available, we'll expand Mean Machines. So as long as you keep reading C+VG, you'll know exactly what's happening on the console scene.**

# BIG GAMES ›››



A monstrous great white shark is terrorising the beaches of Amity Island. A grim discovery confirms the worst – he's out there and he's hungry. In a bid to save the Island's falling tourist trade, Mayor Vaughn engages a professional shark killer from the mainland. Unfortunately, en route, a fierce storm wrecks his boat, and the means of JAWS' destruction is scattered throughout the caves and chasms of a menacing sea world.

In desperation, Mayor Vaughn turns to you, Police Chief Brody. With your two colleagues, Hooper, the shark expert, and Quint, the manic shark hunter, you set off to retrieve the lethal weapons from the sea bed and kill the unwelcome intruder. Unfortunately, JAWS has other ideas.

Whilst JAWS roams the clear water bringing a swift and horrible end to unwary swimmers, you must undertake hazardous deep sea dives into a world teeming with hostile life and full of unforeseen dangers. To make matters worse, Mayor Vaughn is getting impatient. As the death toll rises, the beaches, essential for the island's tourist trade, get closed. Pretty soon, you may find yourself out of a job. Can you rid Amity Island of its malevolent visitor before it's too late?

JAWS, one of the greatest box office attractions in the history of motion pictures, surfaces for the first time on a computer screen near you.

**Mans' deepest fear is back.**

***NEW FROM SCREEN 7***

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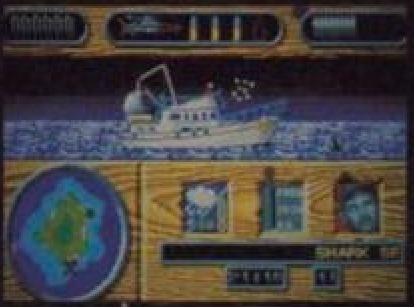
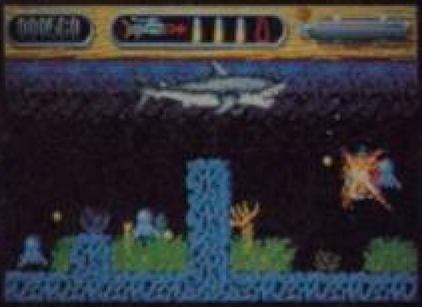
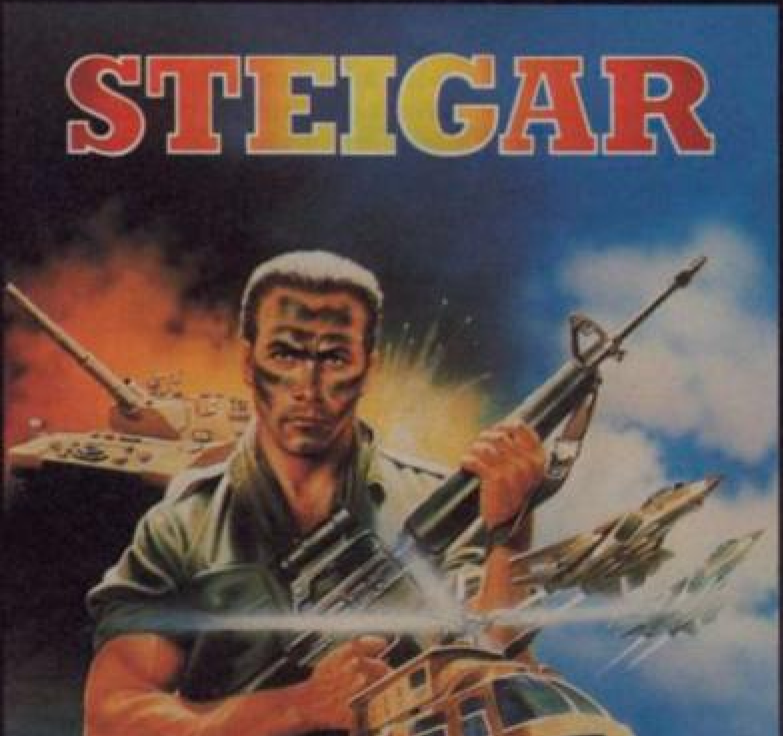






Marauder. Soldier of Fortune. Hit man.
His business was death – other people's of course –
and his currency was gold . . . If there was a problem – any problem – someone else's problem, STEIGAR would make it his problem – at a price. . . . No island fortress was secure. No Embassy was safe. If the gold was right – the job got done. . . . Where he came from, no-one dared ask, but STEIGAR was bound for Hell . . .

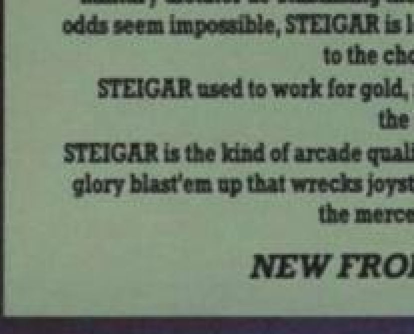
Then came capture. The interrogation . . . *"Too useful to eradicate"* the CIA said. Drafted into the US Navy, STEIGAR is trained to be a hit-and-run helicopter pilot. Only the Senior Command know that STEIGAR is no ordinary recruit.

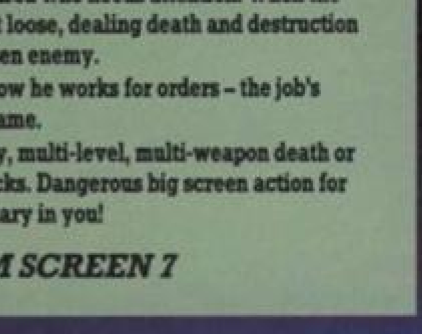
It may be a terrorist training camp that needs wiping out. It may be a military dictator de-stabilising the area who needs attention. When the odds seem impossible, STEIGAR is let loose, dealing death and destruction to the chosen enemy.

STEIGAR used to work for gold, now he works for orders – the job's the same.

STEIGAR is the kind of arcade quality, multi-level, multi-weapon death or glory blast'em up that wrecks joysticks. Dangerous big screen action for the mercenary in you!

***NEW FROM SCREEN 7***





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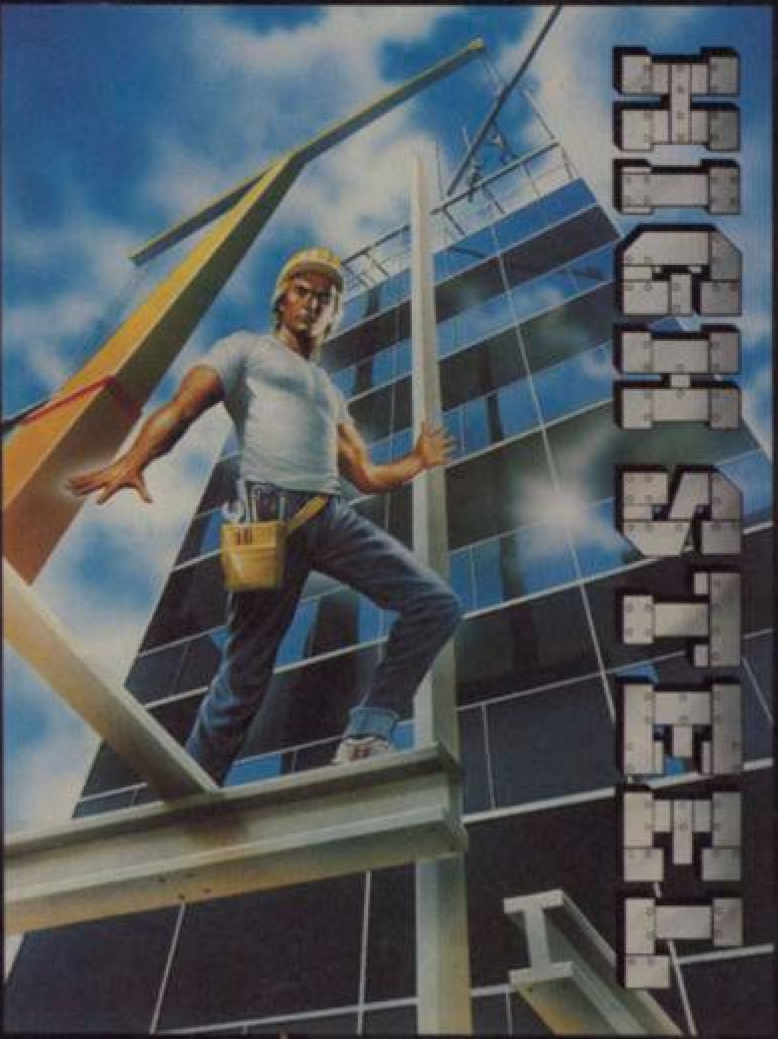
# for the small screen



This is no time to feel dizzy. As you balance precariously on a narrow steel girder, hundreds of feet above the hard concrete below, a head for heights is a must. There's a skyscraper to be built, and the Spitters, Crawlers and metal-munching Gremlins are in hot pursuit. You step over the slippery remains of your workmates' lunch, hurl your spanner at a menacing shadow, and curse the day you became a high steel worker.

The sixth floor is complete. The huge crane delivers the next girder, just as a brick smashes into your hard hat. Things might not be so bad if you could just find your sandwiches.

Can you overcome all obstacles and dangers confronting you to tower above the city streets below, or will you end up splatting the pavement like raspberry jam?

Almost unheard of! A completely original arcade game that will keep you hooked to your computer for hour upon hour of frantic high altitude addictive fun.

Terrific graphics, sampled sound and a great sense of humour make HIGH STEEL one of the best new games in ages.

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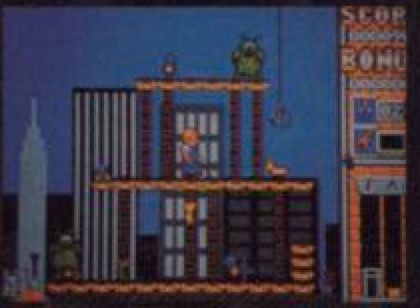

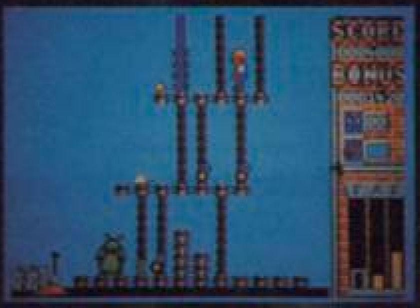

| | JAWS | | STEIGAR | | HIGH STEEL | |
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**16 BIT**

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## ISS

It's small. It's big. It's even medium sized. What is it? Hah! It's the Incredible Shrinking Sphere, puzzle game extraordinaire. Roll trough small gaps in the landscape, then increase your size and truck along like... like... er, something very big and round — Garry Williams' stomach for example! And you can save yourself seven quid on the ST version by buying it here.

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# PLAYMASTERS

**I won't go on about how absolutely massive Playmasters is this month — all you've got to do is flick through the next TEN pages to find that out. But what I will say is you ain't seen nothin' yet — I've got some pretty special things planned over the next few months. What are they? Well, you'll just have to wait and see, I'm afraid . . .**

**If you've got any hints, tips, POKEs, maps, or anything you think could be useful for other computer games players to know, send it in to me: PLAYMASTERS, C+VG, PRIORY COURT, 39-32 FARRINGDON LANE, LONDON, EC1R 3AU. If your tips are particularly good, you could well win a giant-sized parcel of the latest hot software for your machine! This month, Jeffery Hayes of London earns himself a megabag of software goodies for sending in the Kristal tips (where's Alistair?), and so does Steven Taylor of Chesterfield, for sending in tons of 8-bit tips. Next month it could be you . . .**

## SPECTRUM GRYZOR

Here's a bally useful tip from Steven Taylor, for the 48k version of Ocean's coin-op game. First of all, go all the way through level one. Die on level two and press the fire button twice quickly and you get infinite lives.

## MULTIFACE POKES

Yep, it's time to stuff that Multigob into the back of your Spectrum and get POKEing. As ever, load the game, press the red button to freeze the action, type in the POKE and restart the game. Thanks to Steven Taylor of Chesterfield for sending all these . . .

**METROCROSS**: POKE 44490,12 (for infinite time)

**ROAD WARS**: POKE 43059,0, POKE 43078, 250 (for 250 balls (fnar, fnar))

**ARKANOID 128K**: POKE 37586,0 (infinite bats)

**BEDLAM**: POKE 30037,0, POKE 39710,0 (zillions of lives)

**RASTAN 128K**: POKE 39710,0 (infinite Rastans)

**SIDE ARMS**: POKE 29411,127 (loadsalives)

**GRYZOR**: POKE 35477,255 (unlimited Gryzors)

**FIREFLY**: POKE 44997,255 (infinite flies)

**BLACK LAMP**: POKE 33606,127, POKE 34487,127 (infinite lives)

**HYSTERIA**: POKE 44527,201 (go completely hysterical)

**PSYCHO SOLDIER**: POKE 40123,0 (infinite Psychos)

**BOSCONIAN**: POKE 33848,0, POKE 33848,0 (unlimited Bosconians)

## LED STORM

S Harddiger of Halifax has a useful tip for players of this Spectrum conversion. When the count down has finished, collect a few points, then press BREAK twice. The border goes green, and the game aborts. Press fire and the game starts again and you get a 300,000 points bonus for your pains.

## TASK FORCE

Here's another S Harddiger tip. First of all define the keys as C, H, E, A and T, and then redefine them again normally and you'll find that when you start the game you have unlimited lives.

## SKATEBALL

If you want unlimited lives, all you have to do is to type TINY on the title screen. And there you have them . . .

## XENON

Okay, Xenon players. Try this S Harddiger tip if you want an infinite supply of spaceships. Start the game as usual, pause by pressing the BREAK key and hold down the keys TINY and then press fire. An unlimited supply of ships is yours for the usin' and abusin'.

## C64

## SAMURAI WARRIOR

Steven Taylor again, this time with a neat cheat for Firebird's ninja Rabbit game. If you want infinite energy, simply type HHDSFHHH on the score table. The border flashes and a figure eight appears. If you get bored and want to play the game properly again, just type HHDSFHHH.

## THUNDER-BLADE

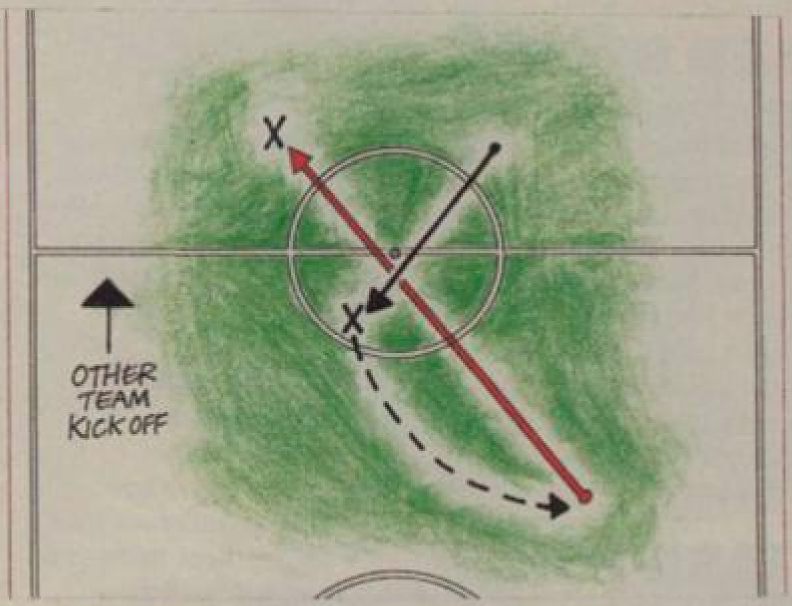
Some of you have been asking how you reset your 64. Well, the best thing to do is buy a reset switch — they're about £5, and are available mail order from various outlets (you'll have to search the small ads I'm afraid) and at some specialist computer shops. Alternatively, you could buy something like an Expert Cartridge or a Fastload, most of which have reset switches. Again, check out the ads. If you've got a C128, just load the relevant game and press the reset button on the side of the machine while keeping the Commodore key depressed. So now you know. Anyway, on with this particular reset POKE, which was sent in by Steven Taylor of Chesterfield. Load the game, reset the computer and type POKE 4159,250 (RETURN). Now type SYS 4096 (RETURN) to restart the game with 250 choppers (chortle, chortle).

## RAMBO III

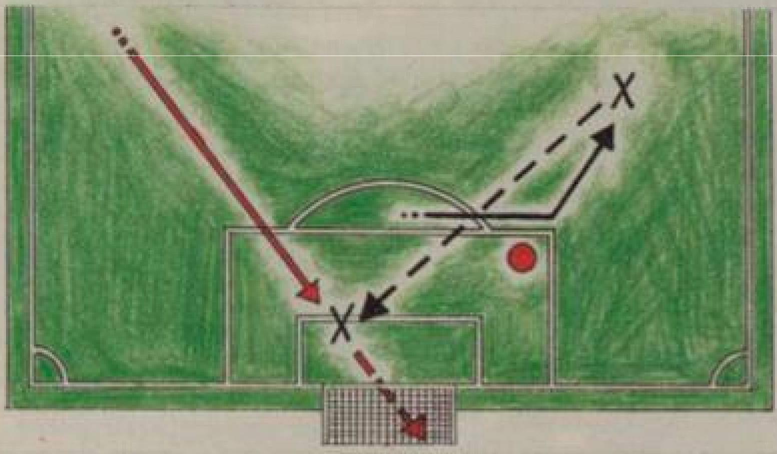
A simple cheat for not-so-tough Rambo people. Type RENEGADE on the highscore table, then press 1,2 or 3 on the title screen to go to any of the three levels.

## MICROPROSE SOCCER

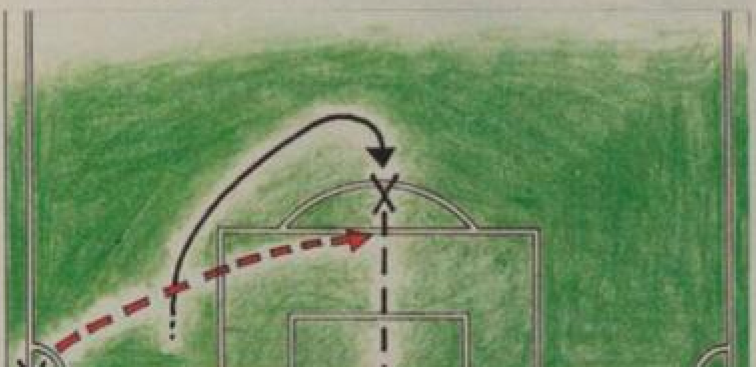
**Now that Microprose Soccer is out on all formats, we thought it's high time we printed the definitive tips for this pig's bladder-kicking game.**



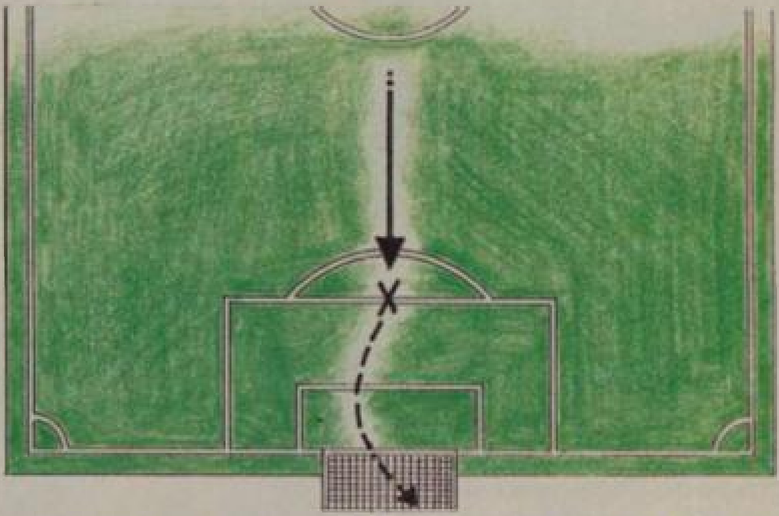
X runs and intercepts the ball, passes it to X, who collects it.



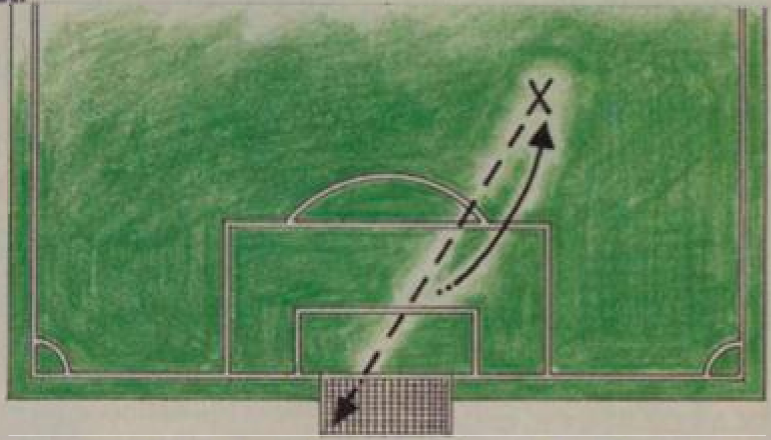
This is a tricky move — the player banana-kicks the ball at the goal, and another player rushes in and volleys it between the uprights.



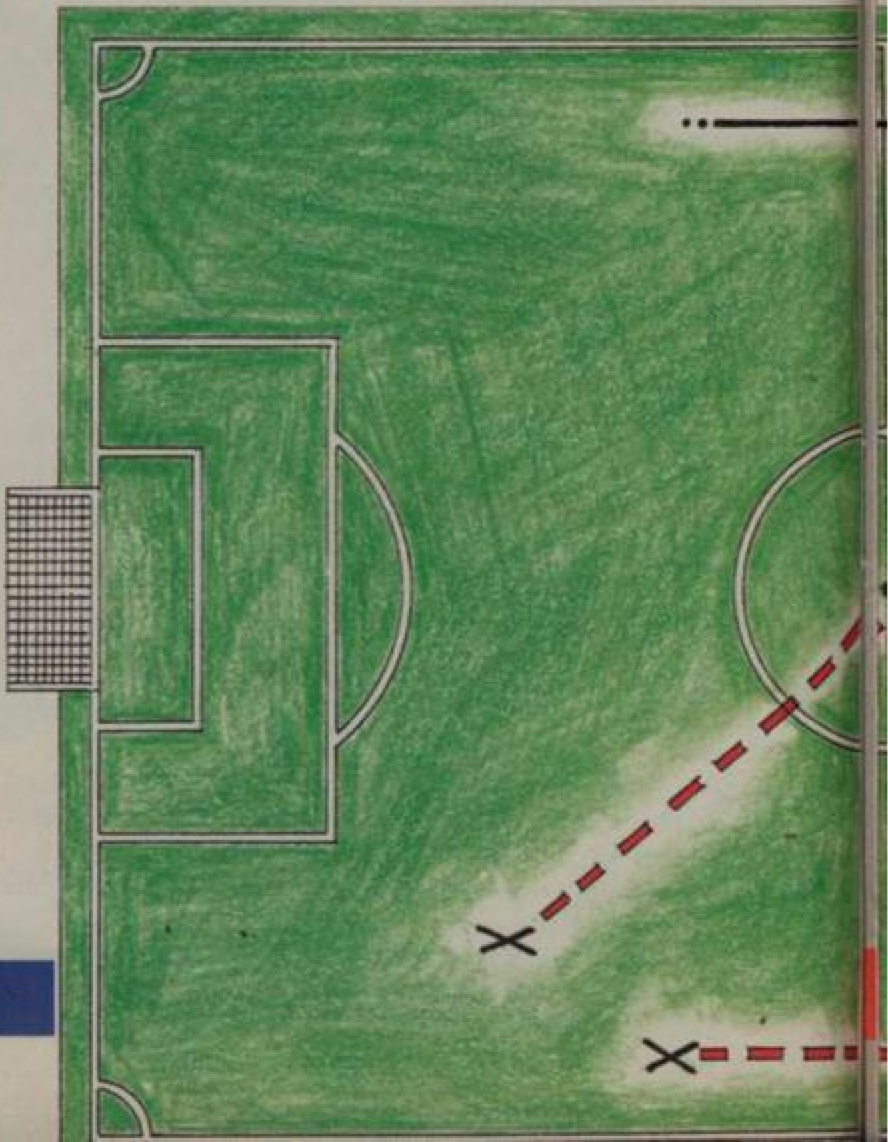
Player runs out of the crowded area, turns and bends the ball between the posts.

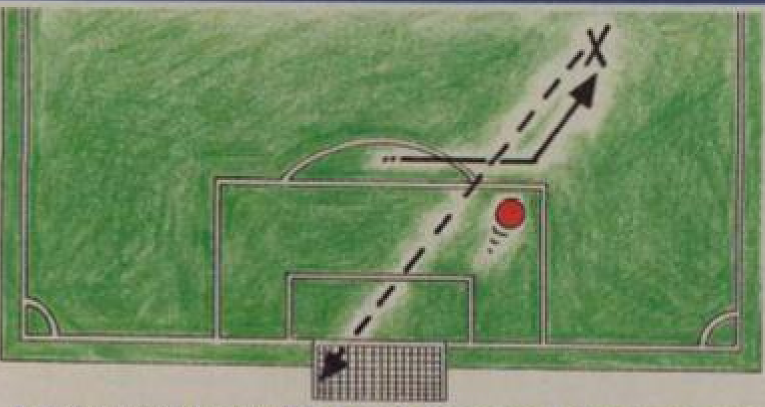


Player runs with ball centrally and banana-kicks it into the net.

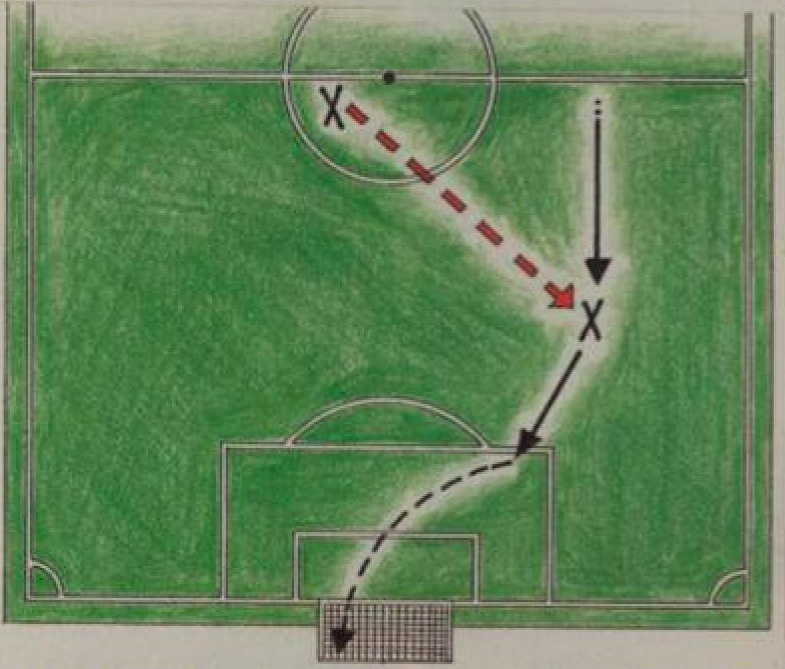


Goalie comes out, the player runs diagonally and bends the ball around the oncoming keeper.

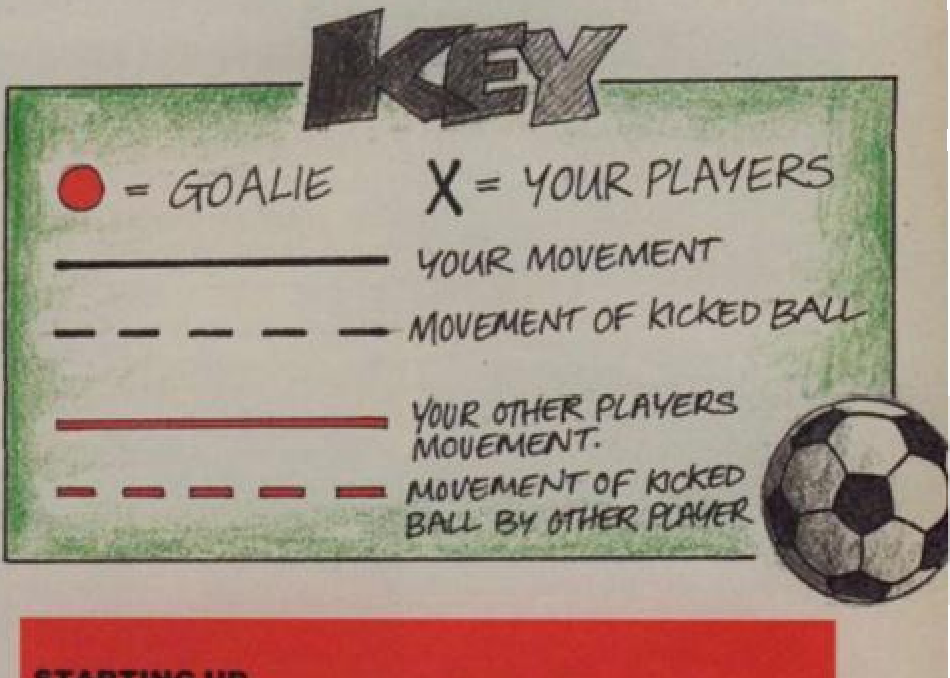


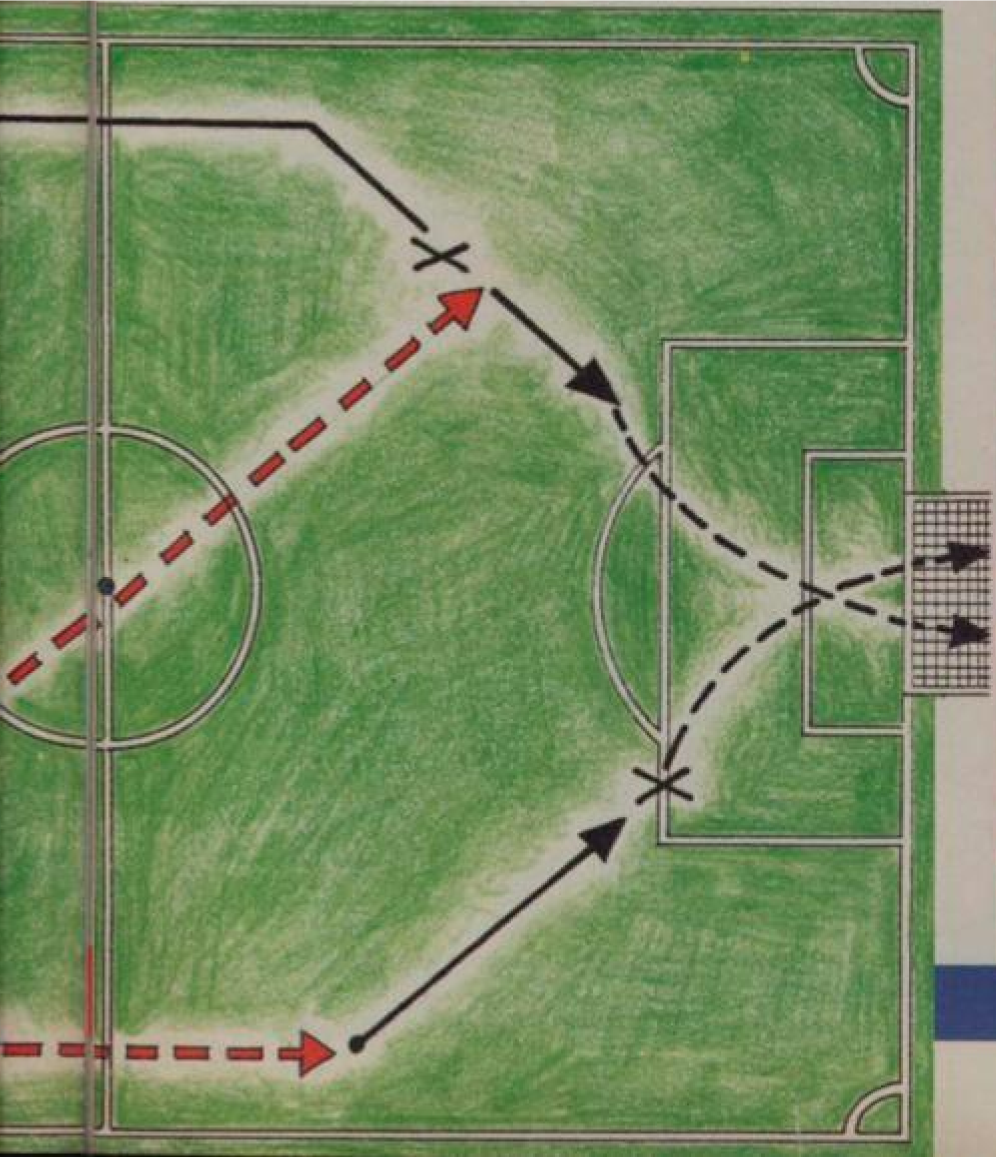


A corner gets taken, the ball is kicked out, the player runs after it, turns and volleys it into the net.



Ball is passed, X collects, runs diagonally into the box and banana-kicks towards the goal.


KEY
● = GOALIE
X = YOUR PLAYERS
YOUR MOVEMENT
MOVEMENT OF KICKED BALL
YOUR OTHER PLAYERS MOVEMENT.
MOVEMENT OF KICKED BALL BY OTHER PLAYER



### STARTING UP

When starting, it's best to select the Microprose International Challenge so you can familiarise yourself with the controls and opposing teams. As you get better, the most interesting selection is the World Cup, with its wider variety of teams. If you're a beginner, select two or four minutes on the control bank — as you get better, go for five or even ten minutes!

### POSSESSION

- Once you've selected the ball, it's wise not to keep hold of it too long or you'll be tackled. Use passing play by kicking it diagonally across the pitch from one player to another.
- A good tactic is to chip the ball over an opponent, or group of opponents, and run through them and pick up the ball again.
- If you're playing a low seed team (eg USA), you can easily dribble the ball up the pitch, and if you're tackled, it's easy to retrieve the ball.
- When you're playing high seeds like Italy, you should keep the ball moving by continual passing.

### GOAL KEEPING

- When you dive for a ball, keep pressing the fire button so you instantly dive again when the goalie gets up.
- When an opponent is approaching, run towards him and narrow the angle — if the player kicks it at the keeper, he automatically catches it.

### GENERAL

- Whenever you banana-kick the ball, bend it away from the goalie by using the diagonals.
- Volleys are great replies to goal kicks and crappy clearances.
- If you have the ball in your area, stand by the dead ball line and the opposing player tackles you and sends the ball out of play and you're awarded a goal kick.
- When you take a goal kick, make sure all the players have run up the field before you welly the ball.
- Long passes directly up the pitch cut down the chances of you being tackled.

# GAME TIPS

## ST

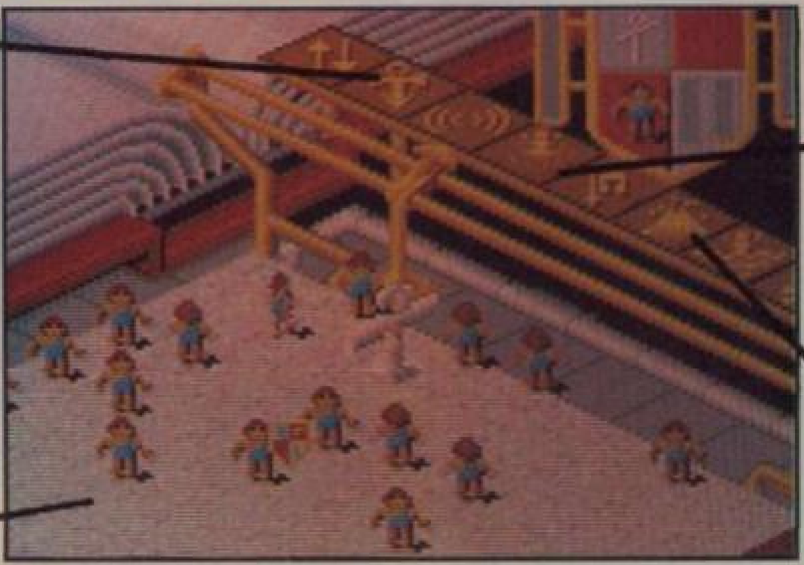
### POPULOUS

**Calling all Gods and Goddesses. Pay a little divine attention to the tips from God Mark Kerr, whose heavenly retreat is in Newcastle. Not only do these tips work on the ST, they're also totally relevant for the Amiga. So there.**

**RAISING AND LOWERING LAND**: At the start of each world, you only have enough manna to raise and lower land. Use it sparingly at this stage. Your followers can only build on flat land, so work outwards slowly. Be especially careful on ice worlds, and only flatten land near to your original dwellings or followers, as the cold kills them very quickly. Reposition your Ankh or Skull — this can be used to rescue your idol from the enemy, or to throw your followers into an all-out invasion of enemy land (not usually a wise move).

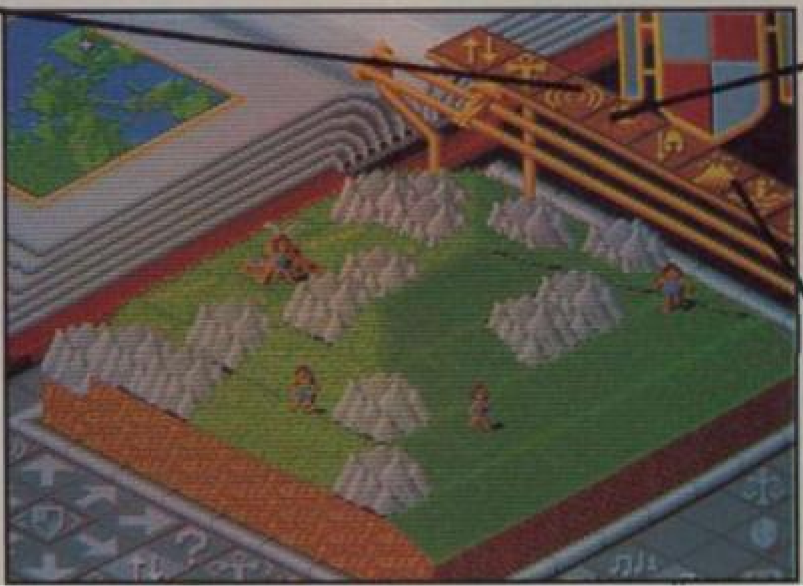
**ARMAGEDDON**: As it implies, this commands all followers to head for the middle of the map and scrap it out to the bitter end. If you can plant swamps in front of your enemy's followers, you may win even if outnumbered.

**SWAMPS**: Probably the most useful of all your Godly options. The swamps are mainly an offensive option. They can either be shallow (where they fill back up as normal land when someone drowns ) or bottomless (where they continue to be swamps even after someone has drowned). By using swamps tactically, you can considerably slow down your enemy's progress. They are also very effective against enemy knights — although knights automatically avoid swamps, you can place a swamp directly in front of him and vanquish him. Another extremely effective use is to surround your enemy's idol with swamps thus preventing him getting a leader — if he has no leader, he cannot make a knight!



**GENERALLY:**

- Try to use as little manna as possible at the start of the game.
- Keep an eye on your enemy's movement.
- Keep to small settlements until you have lots of followers and gradually build up the size of settlements, (the bigger the settlement, the more mannit produces).
- If attacked by an enemy knight, try not to attack him using your followers, as it's usually a futile gesture. Use swamps or the influence icons to guide your followers away from him. He will eventually tire and be defeated.
- Try and avoid using too many earthquakes — you eventually end up doing more harm to yourself than good.
- The way to gain points is to build as many settlements, create many knights and increase your population to its limits.
- If you use Armageddon, your points total will be much lower, as all settlements are automatically destroyed.

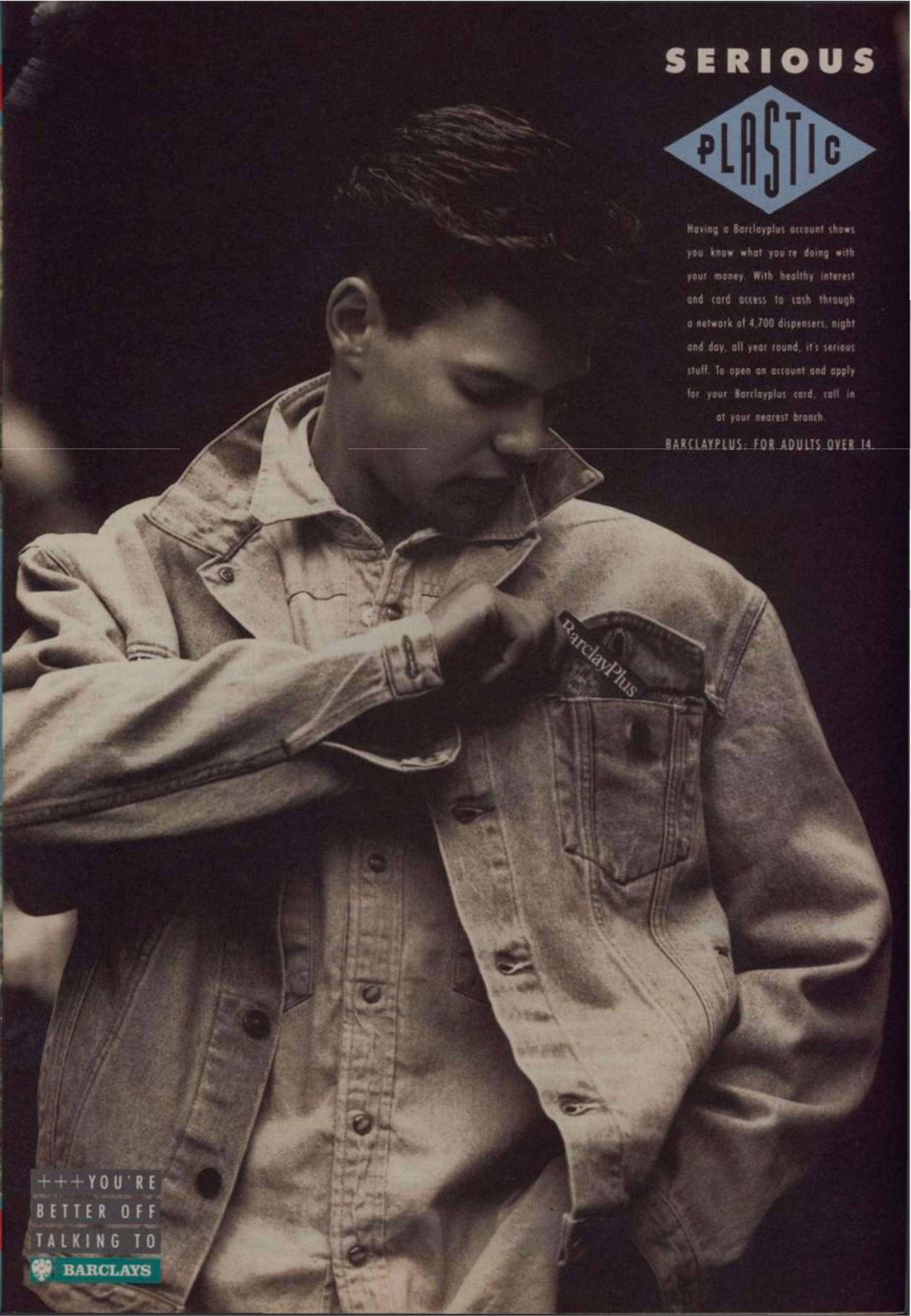


**EARTHQUAKES**: These have the effect of flattening land in the close-up area. It can be used either an offensive or defensive action. If you are hit by an earthquake, it can destroy all settlements in the area, but they can be quickly rebuilt. If you hit your enemy with an earthquake, you do the same for him. It can be useful if he has a concentration of dwellings, as you can reduce the rate at which his manna is building.

**KNIGHTS**: These are the most destructive of your followers. They simply invade territory, fight enemy followers and burn down their dwellings. They are very difficult to destroy. One way has already been outlined above (see swamps) but if water is fatal, you can simply lower the land to sea level below their feet and destroy them. Knights can win or lose the game for you, so be aware of enemy knights creeping into your territories, or the fight could be over before you realise it!!

**FLOOD**: Reduces the level of land by one, so if your enemy has built on low-level land, you can virtually wipe him out in one blow (or vice versa — beware of building a Netherlands-type landscape). It's especially effective if water is fatal, but can also have a dramatic effect if water is simply harmful. If your enemy can use floods, concentrate on building on high ground — sometimes an enemy command flood will work to your advantage!

**VOLCANOES**: Again, these can be used either defensively or offensively. They raise the land of the close-up area, destroying any dwellings situated there.



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# AMIGA

## RUNNING MAN

**If you bought this rather disappointing licence and are having hassle defeating all the baddies, try out these tips from Mark Stenning of Brighton — 'cos he has all the answers you're looking for. These tips were sent in for the Amiga version, but I don't see any reason why they won't work on other versions. Give 'em a whizz . . .**

**LEVEL ONE**: Whenever you want to leap onto a platform, just run and jump. If you're having any problems with the dogs, just kick or punch them (**I think the RSPCA ought to hear about this — JR**). The best way to dispose of a canine is to stand still with fire button held down, and then pull left or right, depending on the direction of the dog when it comes within kicking or punching range. Knocking out a pooch rewards you with a little extra energy — useful. To jump the crevasse you must run and jump. To achieve this simply run towards the steps, jump up and run backwards and forwards, (until you are confident) and jump between the first two black slants. Keep pushing the joystick up diagonally, even when jumping, and you'll immediately jump a second time when you land on the middle platform, and clear the obstacle. Once you're safely across, keep running and jump the dogs — hanging around to kick them could mean that you get hit by an exploding puck thrown by the first baddie, Subzero. Try and avoid Subzero and the dogs until you reach the camera at the end of the level. Here you'll notice Subzero has to turn around as it is the end of the screen. Walk a little away from the camera and wait for Subzero to appear again. When he comes straight for you, expect him to fire a puck so jump straight up into the air and he runs behind you. When he turns around he won't have time to fire another puck so, kick or punch him as he comes towards you, and if you're quick you can also kick him as he goes past you as well. Keep doing this until he dies.

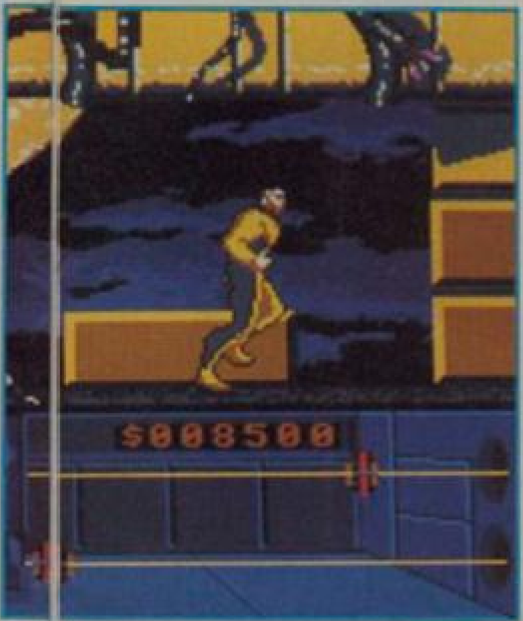
**LEVEL TWO**: Run along and jump onto the boxes, avoiding any dogs when running. The dogs cannot climb onto the boxes, so you are safe here. The brick is not much use, so it's wise not to pick it up.

Crawl through the rusty pipe and over the boxes. Run along and you encounter Buzzsaw. Be careful here, as there are loads of dogs marauding around. You CAN'T jump over Buzzsaw when he is aiming the saw at you but you CAN jump him at other times, although this is not wise. The best way to deal with him is to whop him with the lead pipe when he approaches you. As soon as you hit him (or miss him) get to crawling position and crawl past him, he cannot hurt you if you're crawling — but watch out for dogs, which can. When he's standing over you (whilst in crawling position) he will run in the opposite direction to you. At this point stand up and with a quick flick stand in his direction and as he runs towards you, hit him with the pipe and duck to the crawl position. Keep hitting and crawling until he is dead.

**LEVEL THREE**: Here you have to tackle Dynamo, who's the hardest opponent of all. First you'll find a dog either charging at you or hot on your heels. Run to the blocks and jump up and over. There's a medi pack just past here, so pick it up. Run past the first light bulb and then start walking. Dynamo appears near the second light bulb. As soon as he appears, he fires at you. You can duck to avoid these electrical bursts, but he can also fire at crawl and ducked height as well. The ONLY way to kill him is with the club — kicking him merely gives you an electric shock. To reach this club takes time — this is because every time dynamo sees you he fires an electrical bolt at you. To stop him doing this, and to reach the club, simply walk away from him when he first appears, just about 4-5 paces, turn round and run back at him. He should be in his car which you will be able to jump over. If he's still there don't worry — just walk a couple of extra paces away from him then run towards him again and he should be in the car. Jump over the car whilst running towards the club and the car will go past you. It doesn't take long for the car to turn around and come straight back at you. At this point you'll have to judge for yourself at what point you turn around and jump over the car again. Run towards the left of the screen 4-5 paces as before to stop him getting out of the car and firing at you. After a few paces, turn around and run again to the right of the screen, jumping over the car. You will have to keep doing this, backwards and forwards, jumping the car and any dogs which you find. When you reach the club, pick it up. Dynamo appears again and fires at you. Duck the electric bolt and then as it flies above your head, stand up and walk one pace towards Dynamo. He fires again, so duck and as the bolt is above your head stand up and walk towards him. You need to get fairly close to him — he fires in predictable bursts — and when you're within striking distance he walks past you and turns around and fires — use this opportunity to club him from behind. When you are at the right distance from him duck when he fires, stand up, hit him once then duck (not too soon as it will result in him firing at you in a crouch position). Timing is essential — when he fires again, stand up, hit him and prepare to duck. After a few blows he will vaporise in a flash of light.

**LEVEL FIVE**: This is fairly straightforward. Run to the right of the screen, avoiding dogs. After running through a building you face one of seven armed guards who race towards you and fire. To avoid the bullets, crawl — don't duck. They fire one bullet at a time so there's plenty of time in between each bullet to kick or punch them — three or four well-aimed hits is enough to kill them off. Avoid the dogs and keep going. When you find a medi pack, pick it up, and grab the gun as soon as you see it. To operate this use the punch movement. By using bullets and kicking the guards you will get to your destination — Killias. Jump onto the blocks and you will see him. He doesn't fight back so just kick, punch or fire at him and he spins around and walks backwards and finally he falls into the contraption and is launched down the tube. You will see him bounce across the floor and smash into the poster. And that's the end. Fab, eh?

**LEVEL FOUR**: Start running to the right and avoid the dogs. Don't use the brick — the shield is the object to go for. Keep going until Fireball appears. He instantly fires at you, so drop to the crawl position and keep going towards him. He can't hurt you when you're crawling — but you do have to watch out for dogs. As you approach him he starts his jet pack, so stand up and kick or punch him to inflict damage. Keep running towards the shield, and when you see the flame, don't duck — just crawl. When you have reached the shield, pick it up and face him. Any of the flames aimed at you extinguish when they hit the shield (to operate the shield press fire button and hold it left or right). As he gets closer to you he fires into the shield and it deflects back at him and depletes his energy.



# SEGA

## SECRET COMMAND

Ace Sega player, William Sutherland from Edinburgh, has revealed a juicy tiplet for players of this light gun game. From levels three and onwards you can continue the game (although you must select a two-player game). Just toggle the joypad left to right while pressing both fire buttons when your game ends.

## RAMBO III

When you reach the end of level baddie on level D, keep firing in the middle of the screen and bung your grenade at the three mini helicopters to finish the screen without hassle.

SCORE 000000
LIFE
1
1
8

## SHINOBI

If you're a bit crap at this excellent Sega conversion, have a gander at this advice from William Sutherland and your performance should improve no end, especially if you these tips are used in conjunction with last month's map. When you reach Ken Oh, jump at the back wall when the flames appear, then crawl or walk underneath them, jump and fire at his eyes. Beating Black Turtle is a piece of pi . . . er . . . cake — just jump, fire, jump, fire and so on until he shuffles off this mortal coil. Mandrenara is harder. Go up to the horizontally scrolling bodyguards and press both buttons at the same time very, very quickly, then take out the baddie. When you're attacked by Lobster, goad him into using his sword, then jump and fire at him. Keep on doing this move until he's destroyed. The Evil Ninja certainly is. When he is on jump kick/punch mode, keep jumping him and when he is in a corner kick, punch or fire at him non-stop.

## ROCKY

Plug your rapid fire unit into port one. During the bonus stages (punch bag and ball) keep your fingers on both buttons, and you'll build up enough power to be able to defeat Drago quite easily.

## MIRACLE WARRIORS

Mark Oxley of Barnsley has some useful advice. To find all the keys, go round the large desert on the bottom left hand side of the map. Press the number two button and a menu appears on the top right hand side titled "SPELL". Key in the right spell (hint — the one you haven't used yet) and you find yourself in a cave system. When you find the chest, open it and you are be confronted by a guardian. Defeat it and you will be granted with one of the three keys (Heaven, Earth or Hell). Keep doing this until you win all three keys.

## SAFARI HUNT

Safari so-goodie! Well, it is when you use this Mark Oxley tip. When you shoot the panther or any other wild animal, keep shooting at it to gain even more bonus points (a rapid fire unit will make it even easier).

## SPACE HARRIER 3D

When entering the special command (sound), key in 7437481 and you will receive a special message.

## BLACK BELT

After the opening titles, the screen flashes blue for less than a second. Press reset and you will be awarded with infinite lives. You know you have achieved this, 'cos the background at the beginning of level one will be a bit mucked up. But dinna worry tho' — just get kicking those kung-fu baddies.

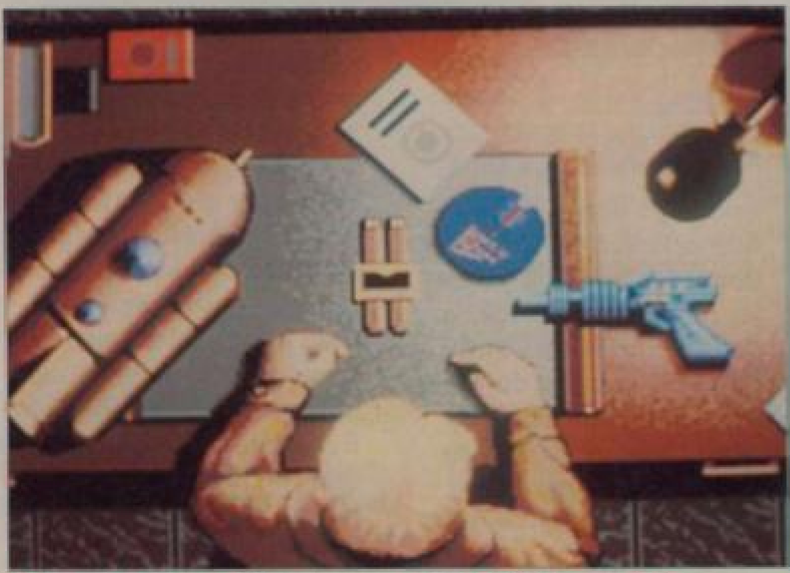
## ROCKET RANGER

C64, PC and Amiga owners (and eventually ST owners, when the game finally arrives on this format) should find the battle against the Nazis far easier when they make use the tips sent in by Stephen Wrench of Warrington, Cheshire.

First of all, go straight to the war room — ignore the Zeppelin for now. Collect all five agents so that you have all in reserve. Place your agents in the countries surrounding Europe — Algeria, Libya, Egypt, Mid East and Russia. This should now contain the Nazis in Europe.

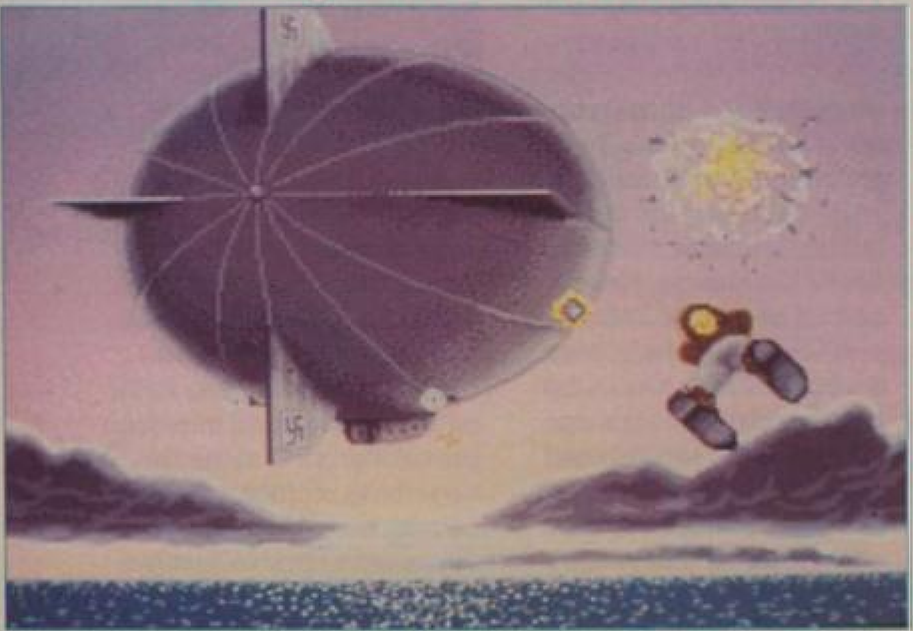
When you've done that, go to the Zeppelin and try and rescue the Barnstoffs. When you've done that, go back to Fort Dix, and the agents should now be ready to report back to you, as they have now infiltrated their countries. Read the reports and get them to organise resistance in their countries. If you are lucky this will contain the Nazis.

Now try and find the Nazi base, because you are going to need it when you collect the five rocket parts. Nine times out of ten the base is in Peru. The desert base is usually found in the Congo or Kenya. Go straight to the Zeppelin factories, camps and bomb and airplane factories because you have got to keep Nazi efficiency at a minimum to give yourself chance to find the bases and rocket parts.



In the course of the game the Zeppelin will appear on the screen again — you don't have much choice but to go and rescue the Barnstoffs because if you don't, Lunarium production will be increased.

The first time the Zeppelin appears, you can't blow it up because you're too far away. The second time is tricky but gets a bit easier with practice — you have to try and shoot the gondola whilst avoiding the missiles. The best thing to do is wait for a gap and shoot either one or two shots — a loose shot will blow up the airship. When you get it right a green flash comes from the back of the Zeppelin, followed by machine gun fire. "Great shooting", you're told, and you now confront the Barnstoffs.



If it's the first time you're in the Zeppelin your replies should be: Loosen Up Dollface, I like your style, I oughtta teach you, I took the scenic route, Can you use some help?

If it's your second time, say: I'm glad to see you too, I just want to help you, Can you use some help?

On the third time, say: I'd be happy to leave, I just want to help you, Can you use some help?

When you give the correct replies you will take the Barnstoffs back to America.

Fighting the guards takes a bit of practice, but try and persevere — the first three are relatively easy. The fourth and fifth are very tough, and the best way to deal with them is by continual jabbing at the face, with uppercuts to the face whenever possible. Body shots are no good. If he hits you, push the joystick up as this prevents him from hitting you with multiple blows. After about three punches try and jab or uppercut him because he'll hit you with a body shot if you don't.

## COMBAT SCHOOL

Okay, all you rookie commandos — Steven Taylor of Chesterfield has a useful tip for you. If you've got an autofire joystick, switch on autofire during the Iron Man race and waggle joystick — you don't touch the ground, so you don't have to bother about avoiding rocks and silly things like that.

## SDI

Yet *another* Steven Taylor tip. On the option page, press X, C, T and SPACE (he doesn't say whether they should be pressed together, or in that order, so you'll have to work that one out I'm afraid) to access the hidden cheat menu.

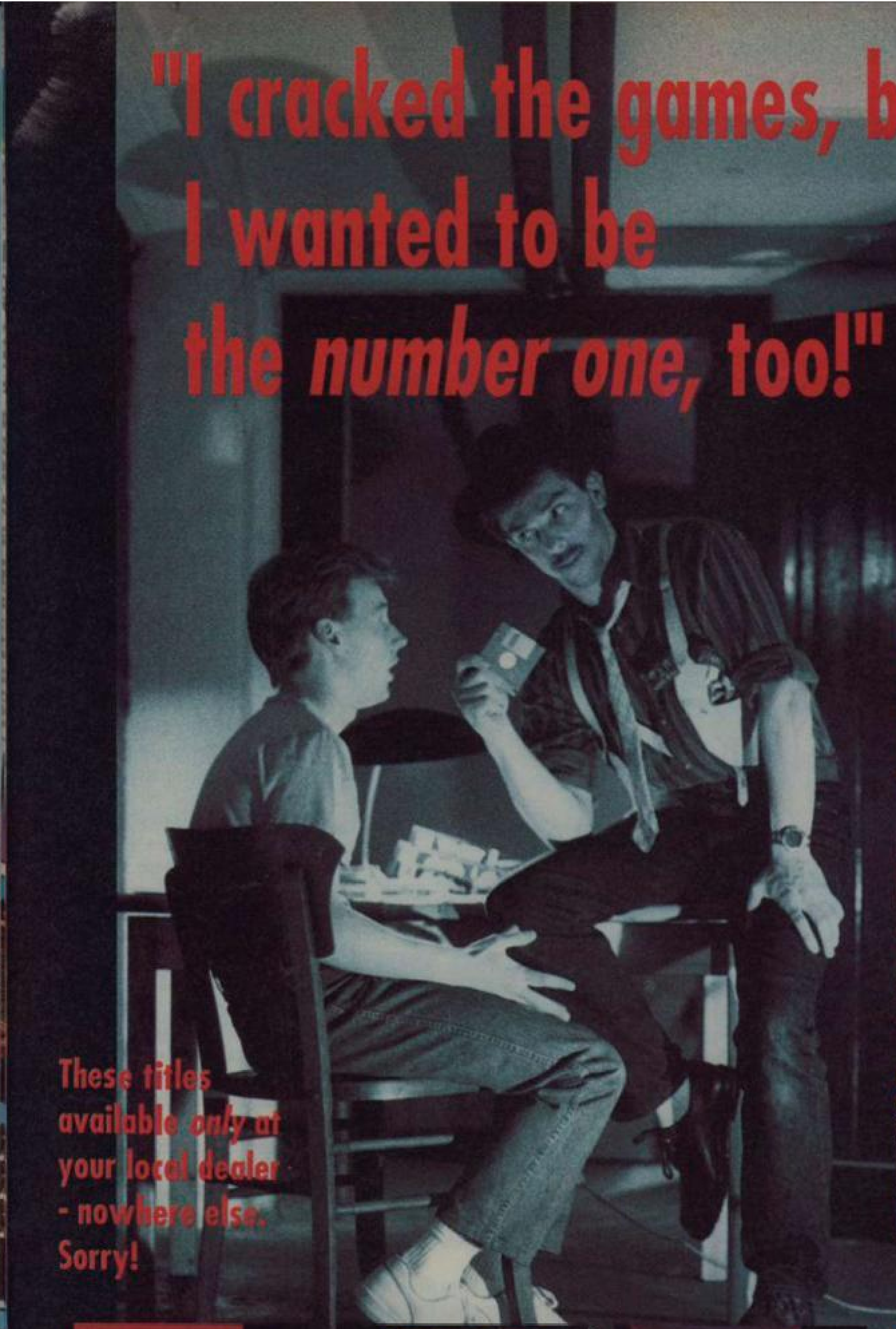
## LAST NINJA II

If you can't light all candles in the allotted time, just light one candle at the same moment your opponent awakes. This candle stays lit, so if you die you only have four to light.

## DRAGON NINJA

When you die on the fourth level and it says "Rewind tape", don't. Just leave the tape running and level five automatically loads and you get five lives and a full quota of time with which to finish the level.

# "I cracked the games, because I wanted to be the *number one*, too!"



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## THE KRISTAL

**The following hints should be useful to any of you who are still trying to get to grips with this epic game. You can thank Jeffery Hayes of London for all this help . . .**

Right, first of all, find the Beggar and give him the skringles twice, and then accept the pommel. Now wander off and find Gloop, and ask him "What do you do?". Accept the invitation that he offers.

Go to the palace and tell the Guard "I have an invitation". Enter the Palace and walk past Nedrod to the Kring. Accept skringles. Meet Princess and say "It's a secret", and then accept the Ring of Belz.

Go to the market square and pick up the scroll and frandanas from Sereena, who is found there, and use them for strength. Give charity to the Butler. Go through the green door, through the centre arch in the spaceport and then enter your ship.

Select the top icon for Zapminola and take off. When you're traveling in space, the best thing to do is decelerate and keep the enemy as far away as possible (but not out of range) while shooting them and their bullets. As soon as you have disposed of the first attack wave, accelerate towards the small planet but slow down as soon as a fresh wave appears. Continue this process until you reach your destination.

When you land, seek out Aunt Polly and ask her "Who are you?". Accept Multipep. Pick up the Heatpro tabs outside the Kring's Head and return to your ship the way you came.

Select the icon for Glysta, and using the same tactics as before, head for there. When you reach your destination, pick up the Psychisorber and engage in a few sword fights to gain experience.

Go back to your ship and select the icon for Feltina (again, use the same space flying tactics as before).

When you get there, use the Heatpro immediately and find the Sword of the Spheres. It's useful to note that the sword can't be picked up unless the pommel is in the inventory.

Practice some more sword fighting and return to Zapminola.

Find the White Pirate and give to the Miholan Children Fund.

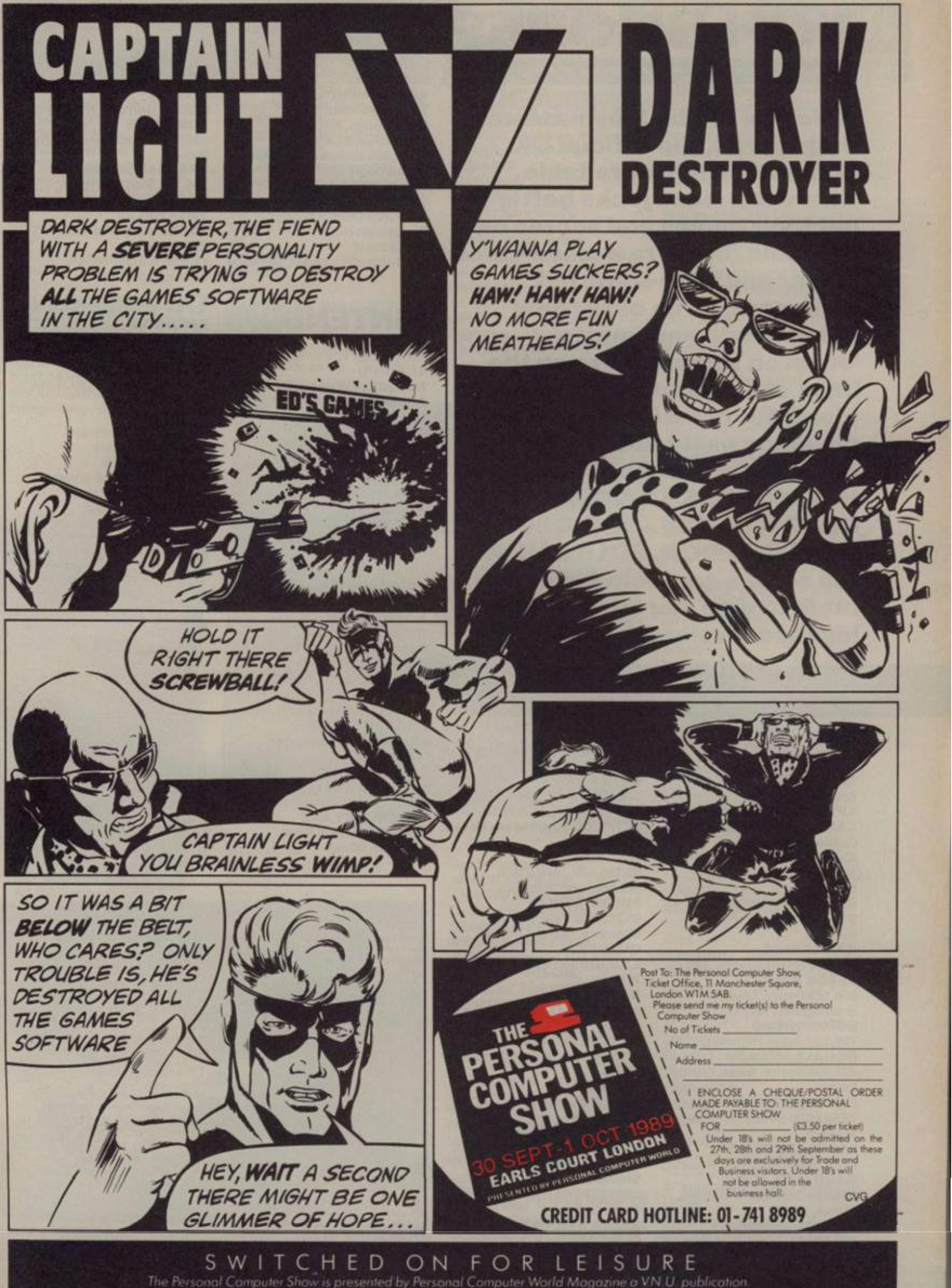
Give charity to Malagar and go into the Kring's Head. Buy Greige and Fissionchips from Venkor and use them for strength, then go to your room upstairs and listen to your radio.

Now return to the ship and travel anywhere. Follow the Blue Scorpion through the magic ring. After Redhead and the Princess have passed, use the Ring of Belz. The ring will not work if the scroll is not in the inventory.

Now ask Malvalla "Where am I?". Accept the Belt of the Celestial Sisters, and you'll return to your ship automatically.

Select the icon for Magno and go there — you should know the tactics by now. When you are released from the Brain Cell (you must have enough psychic points), you have to find and kill Redhead in a final sword fight (you must have enough strength points). Confront Finn Shadok in a psychic battle — he'll be defeated if you have the Psychisorber in your inventory and you out-shoot him.

After you have dispatched Shadok in a psychic battle, enter the door which will not be open and watch the finale. You have gone with the flow — so there!


CAPTAIN LIGHT
V
DARK DESTROYER
DARK DESTROYER, THE FIEND WITH A SEVERE PERSONALITY PROBLEM IS TRYING TO DESTROY ALL THE GAMES SOFTWARE IN THE CITY.....
ED'S GAMES
Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
HOLD IT RIGHT THERE SCREWBALL!
CAPTAIN LIGHT YOU BRAINLESS WIMP!
SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
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# HIGH SCORES

**Welcome to The Playmasters Highscores, the Official UK Computer Highscore table, where top video jocks battle to get their names and scores on the table. If you're a mean games player and have some hot highscores — on old or new games, it doesn't matter — send 'em in on a postcard or on the back of a sealed-down envelope (don't put them inside the envelope as it takes yonks to open 'em all) to: PLAYMASTERS HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All top scores are included in the table to give you the definitive highscore reference table.**

## SEGA

**ACTION FIGHTER**
1,096,930 Paul Stokes, Aberdare, Wales
**AFTERBURNER**
4,864,000 Allan Black, Desborough, N Hants
**ALEX KIDD (LOST STARS)**
110,600 Peter Ramdine, Stafford
**AZTEC ADVENTURE**
256,400 Peter Ramdine, Stafford
**BANK PANIC**
802,850 Sherif Salama, Egypt
**BLACK BELT**
850,100 Darren Louch, Bromsgrove, Worcs
**BOMBER RAID**
799,100 Julian Rignall, C+VG
**DOUBLE DRAGON**
431,990 Martyn Owen, Oadby, Leics
**FANTASY ZONE**
72,865,100 Peter Ramdine, Stafford
**FANTASY ZONE II**
9,541,980 Jon Evans, Walsall
**GANGSTER TOWN**
154,050 Jonathan Dusheiko, Pinner, Middx
**GLOBAL DEFENCE**
436,430 Paul Stokes, Aberdare, Wales
**HANG-ON**
4,725,410 Simon Fletcher, Stoke
**KENSEIDEN**
118,100 P Hudd, Stroud, Glos
**MY HERO**
11,773,030 Sean Hanna, Newry, Co Down
**OUT RUN**
53,730,420 Allan Black, Desborough, N hants
**POWER STRIKE**
65,242,300 Paul Stokes, Aberdare, Wales
**QUARTET**
2,894,010 Jon Evans, Walsall, W Mids
**RAMBO III**
64,000 Mark Dusheiko, Pinner, Middx
**RESCUE MISSION**
571,400 Paul Stokes, Aberdare, Wales
**R-TYPE**
1,081,700 Gavin Little, Edinburgh
**SECRET COMMAND**
3,285,400 Paul Stokes, Aberdare, Wales
**SHINOBI**
849,450 Peter Ramdine, Stafford
**SPACE HARRIER**
29,998,720 Jon Evans, Walsall, W Mids
**SPACE HARRIER 3D**
12,035,670 Allan Black, Desborough, N Hants
**THUNDERBLADE**
2,588,000 Nicholas Joy, Market Harborough
**WONDERBOY (MONSTERLAND)**
7,657,180 William Wong, Chapel, Stockport
**ZILLION II**
352,100 Ian Houghton, Burbage

## NINTENDO

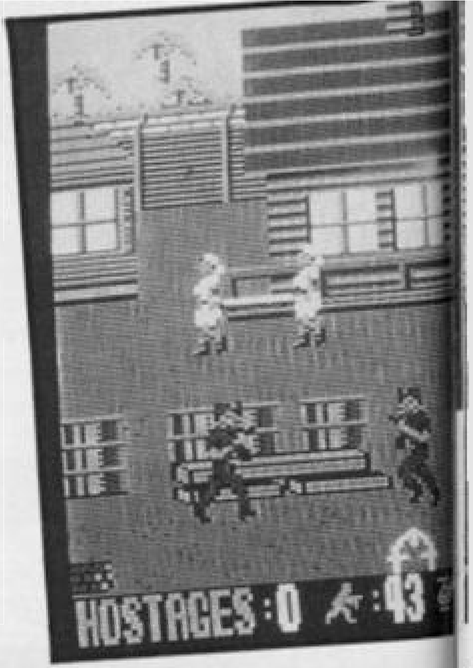
**CASTLEVANIA**
999,999 Lee Watkins, Bristol
**KUNG-FU**
326,320 Lee Watkins, Bristol
**GRADIUS**
12,670,000 Julian Rignall, C+VG
**PRO-AM RACING**
265,388 Mike Carless, Exeter
**SUPER MARIO BROS**
9,999,990 David Hillhouse, Workington
**TOP GUN**
151,000 Leigh Baigent, London

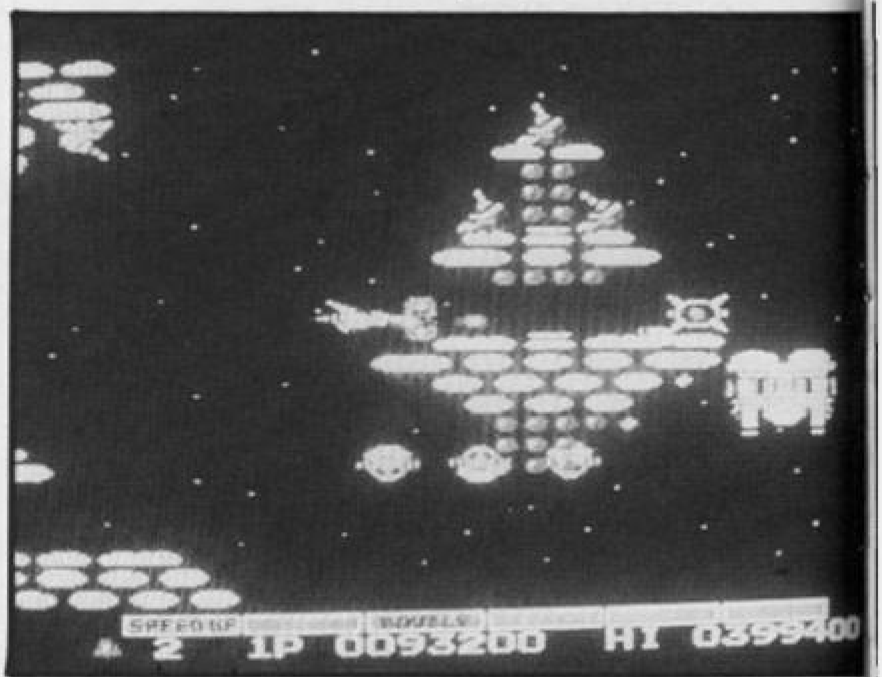
## PC ENGINE

**ALIEN CRUSH**
79,080,400 Onn Lee, Nottingham
**CHAN AND CHAN**
608,100 Julian Rignall, C+VG
**DRUNKEN MASTER**
999,999 Tony Lorenzo, London
**DRAGON SPIRIT**
640,000 Robert Zengerle, London
**FANTASY ZONE**
124,300 Duncan Terrett, Cheltenham, Glos
**LEGENDARY AXE**
321,676,260 Dave Rose, Boreham Wood
**R-TYPE**
973,300 Onn Lee, Nottingham
**SON SON II**
208,300 Dave Rose, Boreham Wood
**SPACE HARRIER**
175,114,500 Dave Rose, Boreham Wood
**TWIN HELI**
936,700 Julian Rignall, C+VG
**VIGILANTE**
18,520 Duncan Terrett, Cheltenham, Glos

## C64

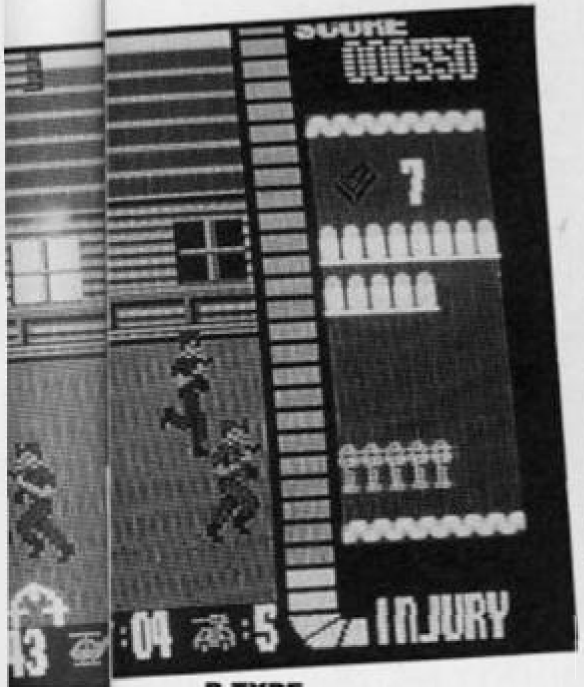
**ARKANOID**
357,400 Brian O Dowd, N Ireland
**ARMALYTE**
30,367,400 Danny Gleghorn, Worksop
**BOMBUZAL**
117,330 Stig Serjersen, Herning, Denmark
**BLASTEROIDS**
1,244,650 Richard Wyatt, Pontycymer, S Wales
**BUBBLE BOBBLE**
4,000,150 Richard Wyatt,





# HIGH SCORES

Pontycymer, S Wales
**DALEY THOMSON'S CHALLENGE**
10,260 Tony Repo, Helsinki
**DRAGON NINJA**
73,375 Robert Metcalf, Abingdon, Oxon
**GREAT GIANNA SISTERS**
91,580 Stig Sejersen, Herning, Denmark
**IK+**
308,000 Roberto Sporkslede, Holland
**LAST NINJA II**
999,810 Tim Pickup, Darwen, Lancs
**OPERATION WOLF**
426,259 Eelco Hoogeueen, Alphen, Holland
**PACMANIA**
689,940 James Paul, Bridgewater, Somerset



**R-TYPE**
307,950 Danny Gleghorn, Worksop, Notts
**SALAMANDER**
240,900 K Mackay, Marsa, Malta
**THUNDERBLADE**
1,400,000 Brian O Dowd, N Ireland

## ST

**ALIEN SYNDROME**
936,800 Andrew Stamp, Portsmouth, Hants
**ARKANOID**
730,390 Julian Rignall, C+VG
**ARKANOID II**
353,330 Daniel Vye, Brighton
**BACKLASH**
1,450,800 James Boyd, London
**BEYOND THE ICE PALACE**
13,300 Daniel Vye, Brighton
**BLASTEROIDS**
1,220,800 Julian Rignall, C+VG
**BUBBLE BOBBLE**
5,880,760 Julian Rignall, C+VG
**BUGGY BOY**
82,490 Daniel Vye, Brighton
**ELIMINATOR**
642,564 Horness Spencer, Redditch, Worcs
**FLYING SHARK**
3,072,600 Conrad Rodzaj, Bristol
**IK+**
205,100 Niklas Aronsson, Sweden
**IKARI WARRIORS**
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58,300 Daniel Vye, Brighton
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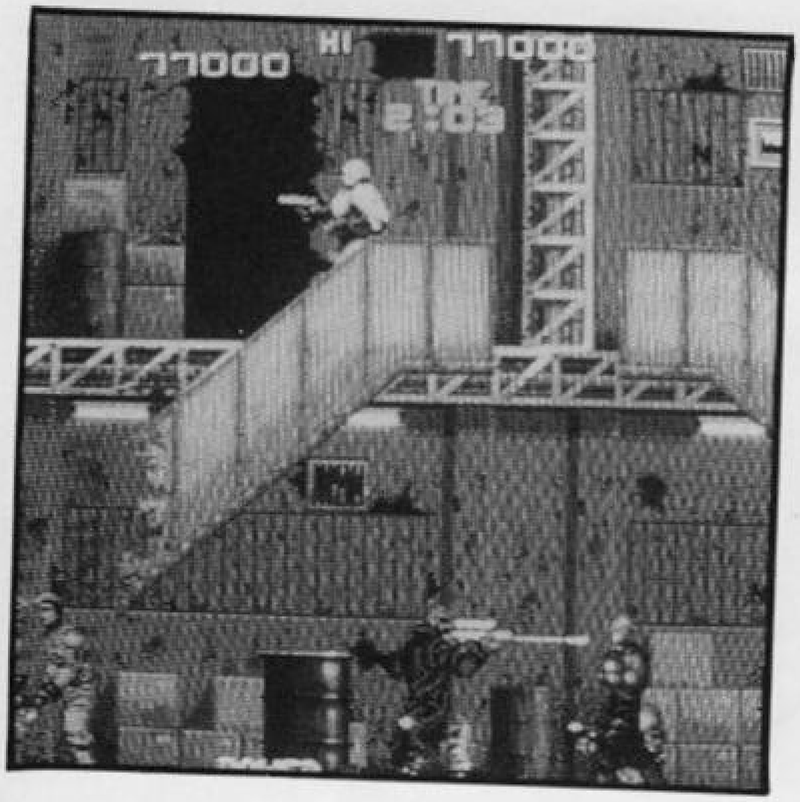


**ROBOCOP**
349,350 Darren Williams, Warley
**R-TYPE**
523,220 Horness Spencer, Redditch, Worcs
**SIDE ARMS**
2,050,800 Stu, Melton Mowbray, Leics
**SPACE HARRIER**
4,919,000 John-Paul Brazier. Walsall
**STARGLIDER II**
248,984 Stephen Otley, Leeds
**STAR WARS**
1,712,259 John-Paul Brazier, Walsall
**SUPER HANG-ON**
30,142,856 Kenneth Ritchie, Fife
**VINDICATORS**
476,100 Stephen Otley, Leeds
**VIRUS**
642,000 Zico, Aberdeen
**XENON**
1,755,890 Andrew Stamp, Portsmouth, Hants

## AMIGA

**AFTERBURNER**
12,383,910 Stephen Watson, Darlington, Co Durham
**DENARIS**
53,900 Peter Evans, Horsham
**LED STORM**
274,628 Mark Short, Cleethorpes
**OPERATION WOLF**
1,021,122 Jegi Rahi, Crayford, Kent
**PACMANIA**
4,550,430 Allan Black, Desborough, N Hants
**ROADBLASTERS**
1,912,824 Allan Black, Desborough, N Hants
**SPACE HARRIER**
7,566,980 Allan Black, Desborough, N Hants
**STARGLIDER II**
385,492 Kevin Griffiths, Wolverhampton
**SUPER HANG-ON**
22,118,682 Richard Shaw, Keyworth, Notts
**SWORD OF SODAN**
355,750 Carl Bates, Woolwell, Plymouth
**TEST DRIVE**
37,072 Khaled Issa, Sharjah, UAE
**TEST DRIVE II**
81,230 Khaled Issa, Sharjah, UAE

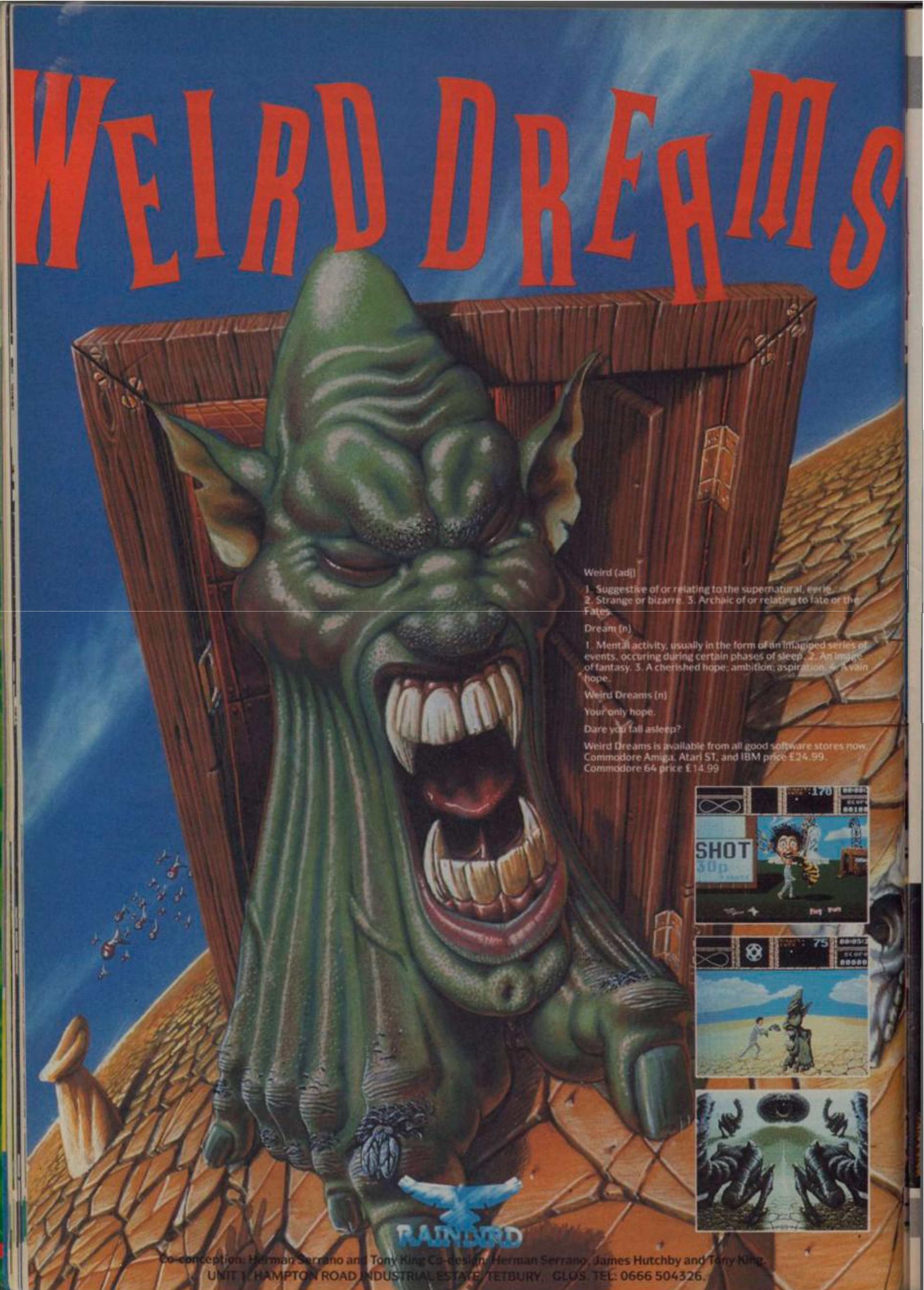
## SPECTRUM

**AFTERBURNER**
59,555,000 John Bristow, Erith, Kent
**DOUBLE DRAGON**
112,040 Robert Preston, Warley, W Mids
**DRAGON NINJA**
938,000 Paul Bristow, Erith, Kent
**FIREFLY**
1,643,290 Robert Preston, Warley, W Mids
**LAST NINJA II**
246,870 Robert Preston, Warley, W Mids
**OPERATION WOLF**
444,540 Ben Smythe, Codsall, W Mids
**OUT RUN**
20,754,240 Robert Preston, Warley, W Mids
**ROBOCOP**
1,432,010 Patrick Duffy, Redcar, Cleveland
**ROLLING THUNDER**
103,680 Robert Preston, Warley, W Mids
**THUNDERBLADE**
1,944,000 John Bristow, Erith, Kent
**WEC LE MANS**
253,620 Paul Bristow, Erith, Kent

## AMSTRAD

**AFTERBURNER**
22,312,020 David Crosby, Isle of Wight
**BARBARIAN II**
17,855 P Tarling, Bishop's Stortford
**BLASTEROIDS**
106,850 Tim Goldsby, Cheltenham, Glos
**BUGGY BOY**
123,760 R McDonald, Thurnby, Leics
**CRAZY CARS**
6,771,560 Phil Lloyd, South Wirral
**DARK SIDE**
6,518,000 Stu, Melton Mowbray, Leics
**DRAGON NINJA**
119,000 Miles Wilkes, Ashford, Kent
**GRYZOR**
990,000 P Tarling, Bishop's Stortford
**OPERATION WOLF**
319,674 Phil Lloyd, South Wirral
**OUTRUN**
56,708,370 R McDonald, Thurnby, Leics
**ROBOCOP**
2,386,200 R McDonald, Thurnby, Leics
**SORCERY PLUS**
57,350 Nik Mills, Walsall
**VINDICATORS**
479,000 Giles Taylor, Eastleigh, Hants
**WEC LE MANS**
211,500 David Crosby, Isle of Wight

# WEIRD DREAMS



Weird (adj)

1. Suggestive of or relating to the supernatural, eerie. 2. Strange or bizarre. 3. Archaic of or relating to fate or the Fates.

Dream (n)

1. Mental activity, usually in the form of an imagined series of events, occuring during certain phases of sleep. 2. An image of fantasy. 3. A cherished hope; ambition; aspiration. 4. A vain hope.

Weird Dreams (n)

Your only hope.

Dare you fall asleep?

Weird Dreams is available from all good software stores now. Commodore Amiga, Atari ST, and IBM price £24.99. Commodore 64 price £14.99

Co-conception: Herman Serrano and Tony King Co-design: Herman Serrano, James Hutchby and Tony King.
UNIT 1, HAMPTON ROAD INDUSTRIAL ESTATE, TETBURY, GLOS. TEL: 0666 504326.

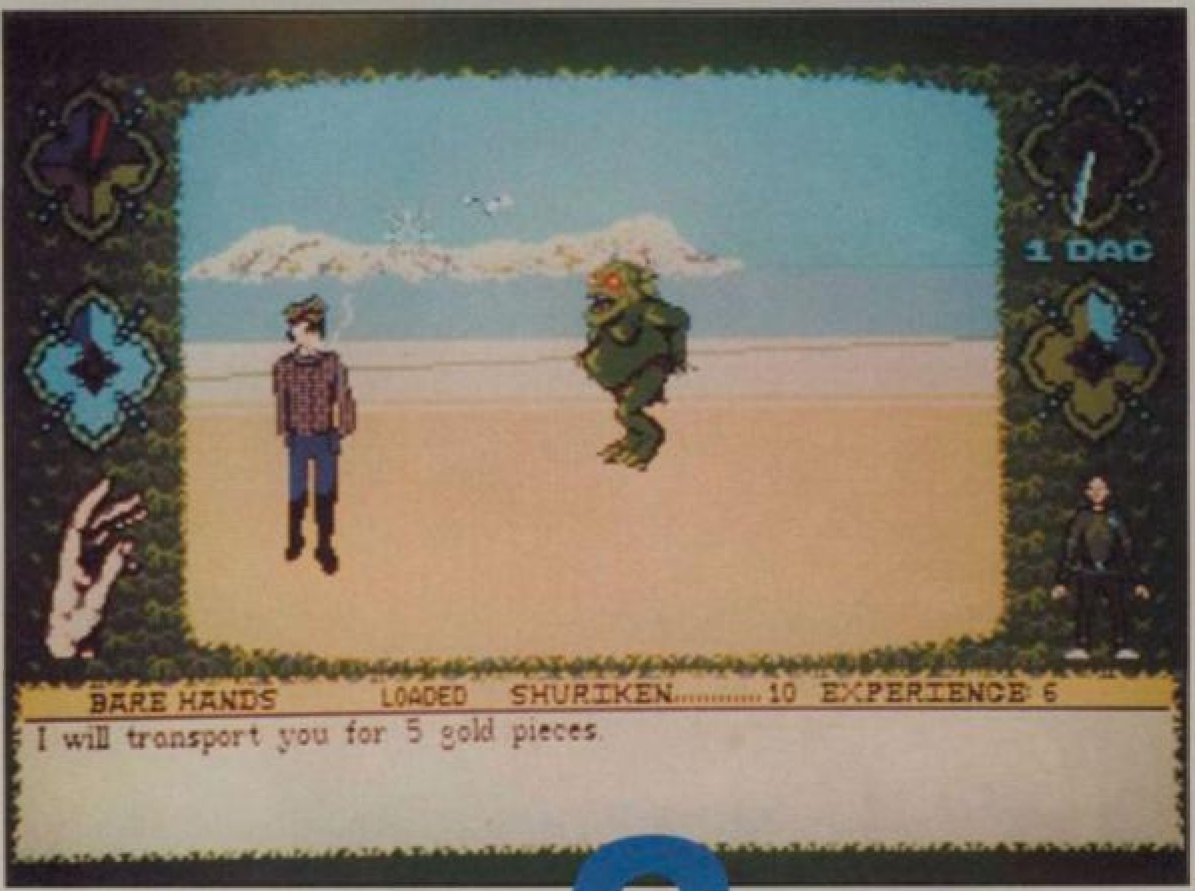
# LET SLEEPING GODS LIE

**BY EMPIRE**

Tessera has been having a pretty tough time recently: poor crops, sick people, high interest rates and — what's worse — everyone's fighting.

The root of all this evil is the Archmage, a particularly nasty piece of wizard-work, and there's only one way you can stop him. Far out at the end of the eighth kingdom lies the Sleeping God, N'Gnir: wake him, and order will be restored; fail, and people will throw stones at you for a very long time.

Basically, Let Sleeping Gods Lie is a 3D exploration game falling somewhere between the simplicity of the Freescape series and the complexity of an RPG. It cleverly combines vector graphics with "solid" 3D and sprites which are expanded or twisted; unfortunately, this system also has its drawbacks: some of the graphics aren't brilliantly drawn and, close up, the sprites look very crude and blocky.



```
BARE HANDS    LOADED  SHURIKEN..........10  EXPERIENCE 6
I will transport you for 5 gold pieces.
```

▲ *Chunky graphics aren't they?*

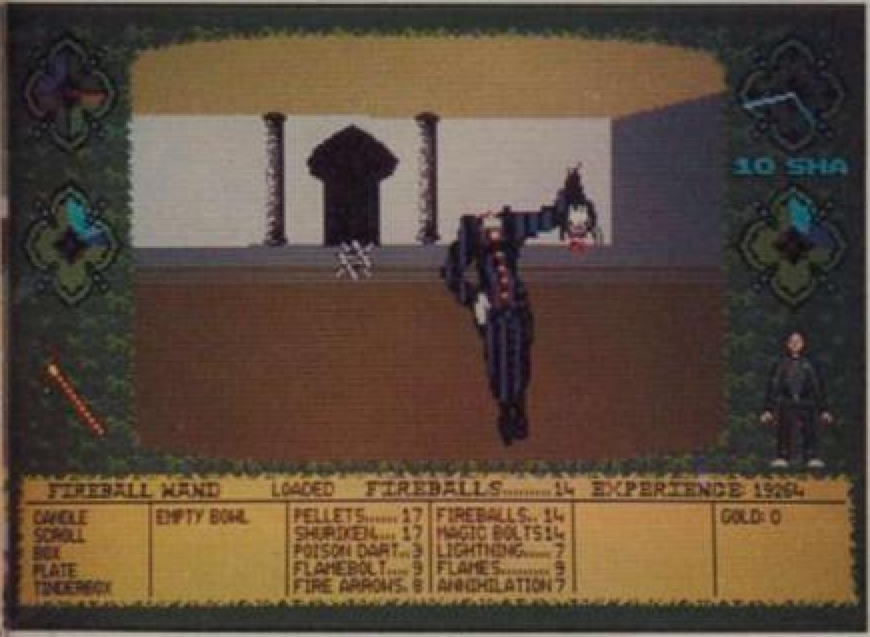
As befits the immensity of the task and depth of gameplay, there's more to do than in most other arcade adventures: an annoying amount of killing, plenty of objects to find and deliver to the right place, castles and caverns to explore, some nifty travelling between islands, communicating with other characters — it's complex and quite enjoyable if you're prepared to stick with it.

However, this is one of its faults: the scope is just too big, and a lot of the detail gets lost. For example, the in-game effects are a bit weedy and could have been bolstered by enemies shouting as they attacked you, and you can die far too easily too soon in the game.

The worst fault, however, is the lack of independent targeting and movement controls, which could have been remedied by having the keyboard for movement and the mouse for firing. It really does destroy a lot of the gameplay, and that's a shame because with a bit more playtesting and attention to detail, LSGL could have been the most original game since Dungeon Master.

**GORDON HOUGHTON**

▼ *Enemies of the Archmage get stoned.*



```
FIREBALL WAND   LOADED  FIREBALLS........14  EXPERIENCE 19264
CANDLE    | EMPTY BOWL | PELLETS......17 | FIREBALLS..14  |  | GOLD: 0
SCROLL    |            | SHURIKEN.....17 | MAGIC BOLTS14  |  |
BOX       |            | POISON DART..3  | LIGHTNING.....7 |  |
PLATE     |            | FLAMEBOLT....9  | FLAMES........9 |  |
TINDERBOX |            | FIRE ARROWS.8   | ANNIHILATION 7  |  |
```

## UPDATE

*An Amiga version will be available very soon (for £24.95), whilst a PC Tessera simulator is still under development. No other versions are planned.*

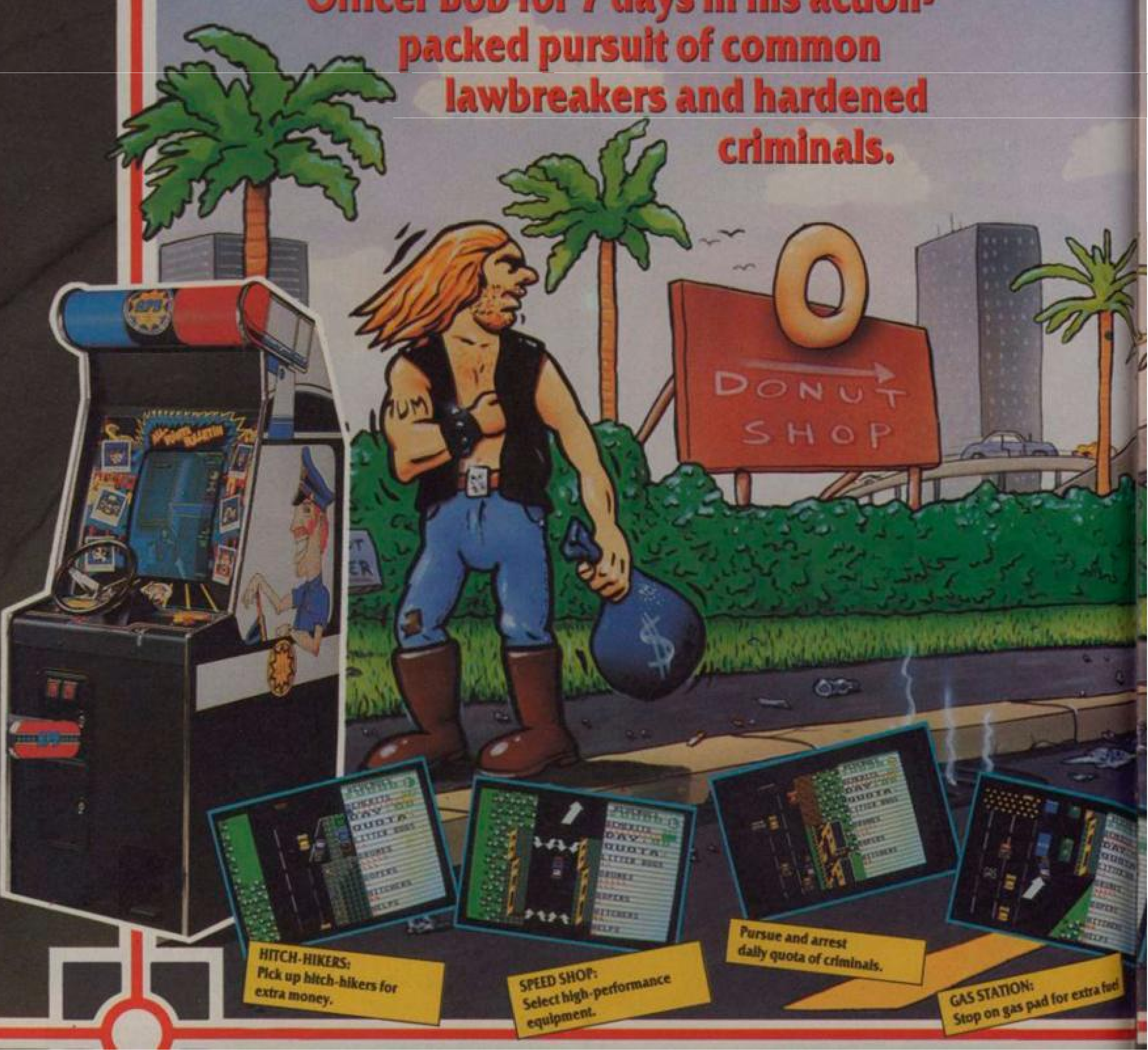
| ST | £24.99 |
|---|---|
| GRAPHICS | 69% |
| SOUND | 35% |
| VALUE | 75% |
| PLAYABILITY | 60% |

*A great attempt at a world simulator, combining RPG and arcade adventure; unfortunately, the scenario isn't compelling enough or the gameplay addictive enough to back it up.*

| OVERALL | 67% |
|---|---|

# PLAYING COPS AND ROBBERS HAS NEVER BEEN THIS FUN BEFORE . . .

**High speed chases, dangerous arrests and shoot-outs are brought to life with a touch of humour in Tengen's new APB. You become Officer Bob for 7 days in his action-packed pursuit of common lawbreakers and hardened criminals.**



**HITCH-HIKERS:** Pick up hitch-hikers for extra money.

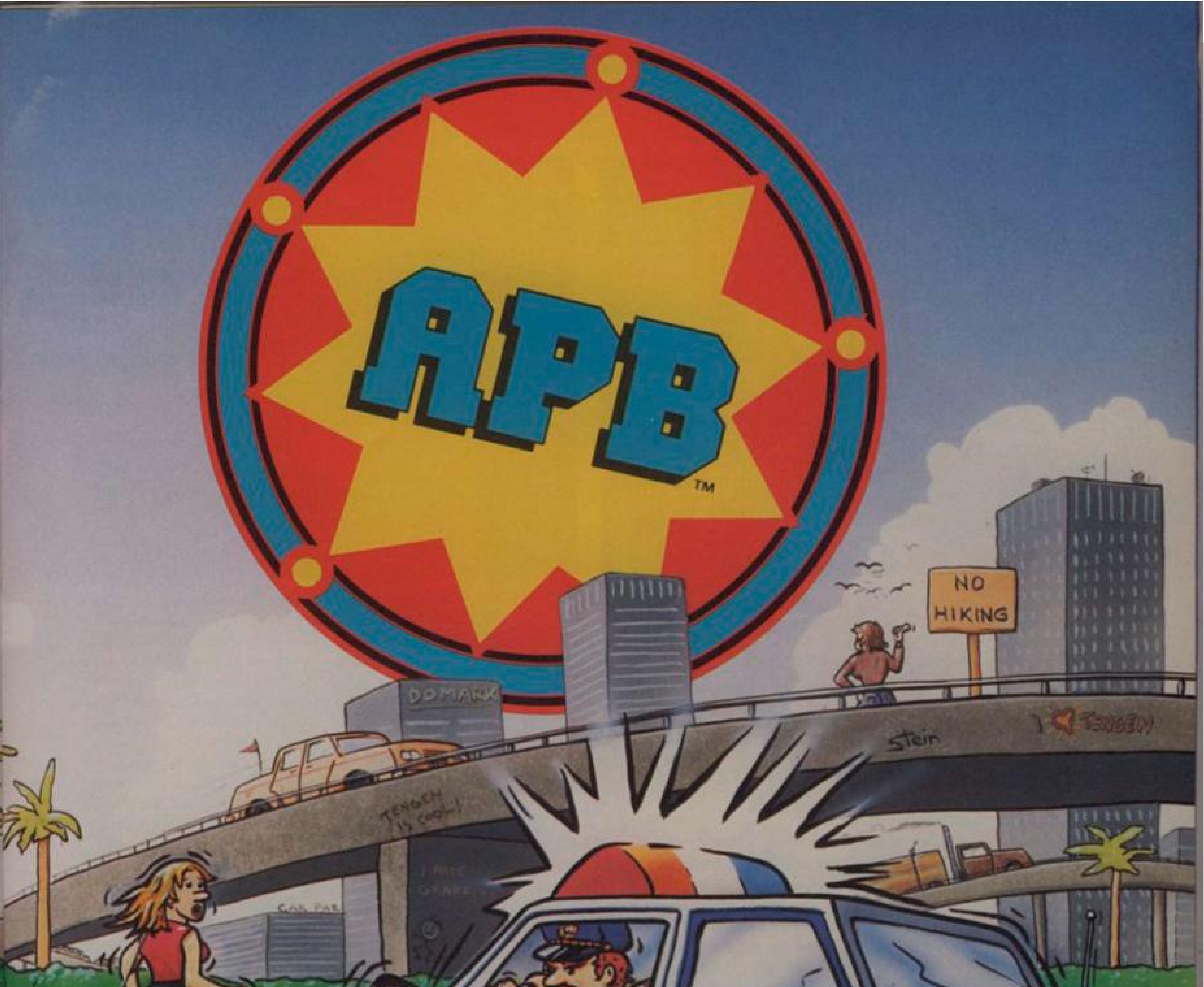
**SPEED SHOP:** Select high-performance equipment.

Pursue and arrest daily quota of criminals.

**GAS STATION:** Stop on gas pad for extra fuel

# TENGEN

*The New Name in Coin-Op Conversions.*


APB™
NO HIKING
DOMARK
TENGEN IS COOL!
stein
TENGEN
POLICE
APB
SKREEECH!

**DONUT SHOP:**
Drive through for extra time.

**POLICE STATION:**
Return to the station at the end of the day.

| | Cass | Disk |
|---|---|---|
| Spectrum | £9.99 | £14.99 |
| Commodore | £9.99 | £12.99 |
| Amstrad | £9.99 | £14.99 |
| Amiga | | £19.99 |
| Atari ST | | £19.99 |
| IBM PC | | £19.99 |

Distributed by

DOMARK

Ferry House, Lacy Road, London SW15 1PR 01-780-2224.

Programmed by Walking Circles.

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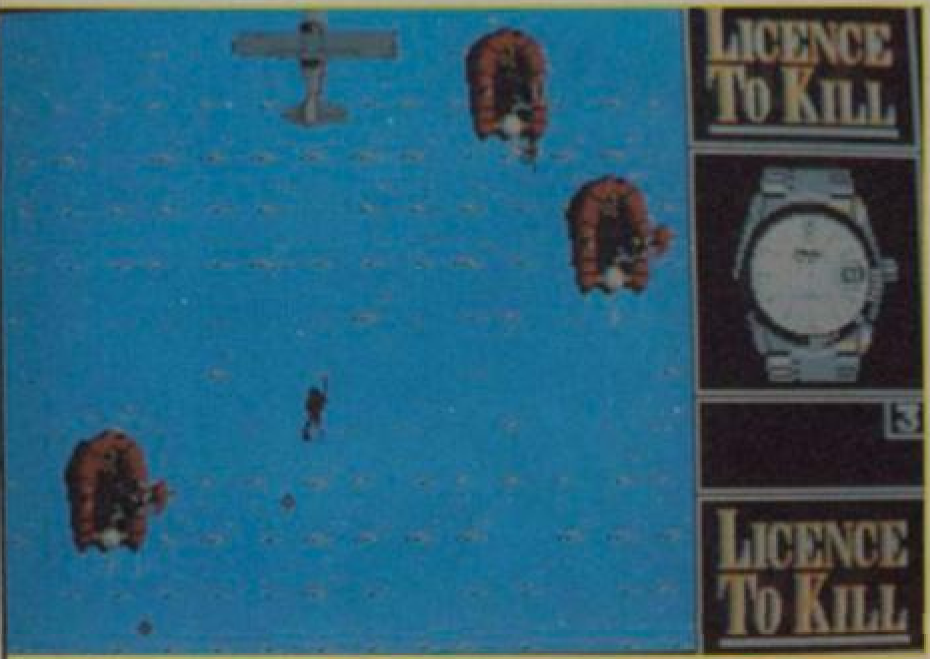
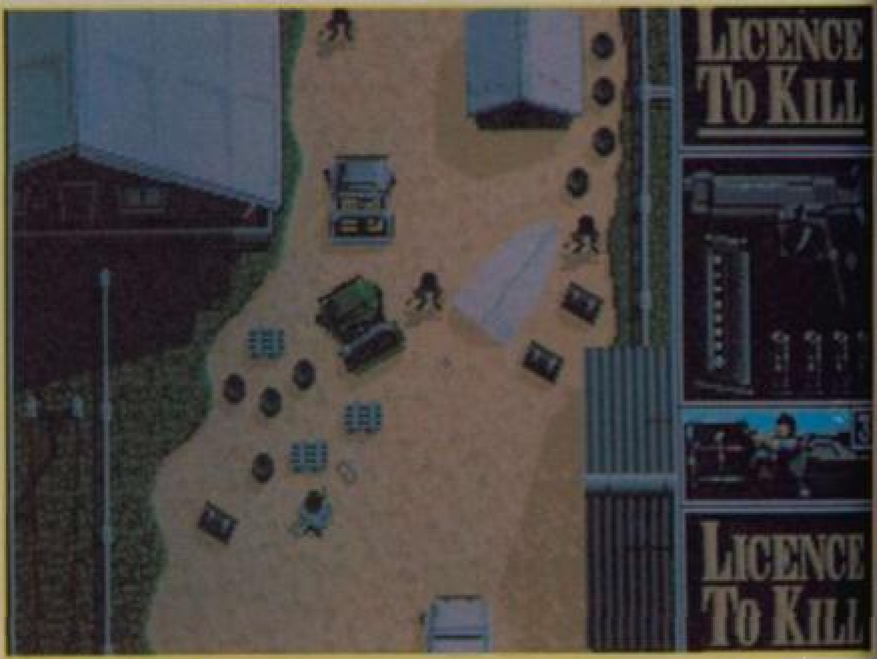
™ Atari Games Corporation





# LICENCE TO KILL

## BY DOMARK

Licence to Kill is Domark's fourth James Bond game — the previous three being View to a Kill, Living Daylights and Live and Let Die. The quality has improved with each release, (starting with the completely crap View to a Kill, and getting pretty good with Live and Let Die), and Licence to Kill continues the trend with the result that it's a blimmin' good game.

The game follows the plot of the film closely, and is split into three distinct stages which happen on land, sea, and air.

The action starts over Cray Cay, an island off the coast of Miami, with 007 and Felix Leiter flying a coastguard helicopter while evil baddie Sanchez escapes up the screen in a jeep.

Eventually Sanchez leaps out of the jeep, and James has to follow him up the screen on foot. A whole army of baddies lie in wait, and James has to pick them off with his Beretta *Commando*-style.

At the end of the level James leaps back into the chopper and chases after Sanchez again, who has just leaped into a handy aeroplane. To stop the plane, Bond has to swing below the chopper and attach a rope so it can be towed to the coast.

If he does that, the scene switches to the water, where James swims through shark-infested waters, stabbing Sanchez's knife-wielding divers and grabbing drug packages for bonus points.

At the end of the stage Sanchez's seaplane is just taking off. Bond has to quickly shoot the tailplane with his harpoon before it takes off and haul himself up the line, dodging baddies, boats and rocks as he attempts to clamber aboard.

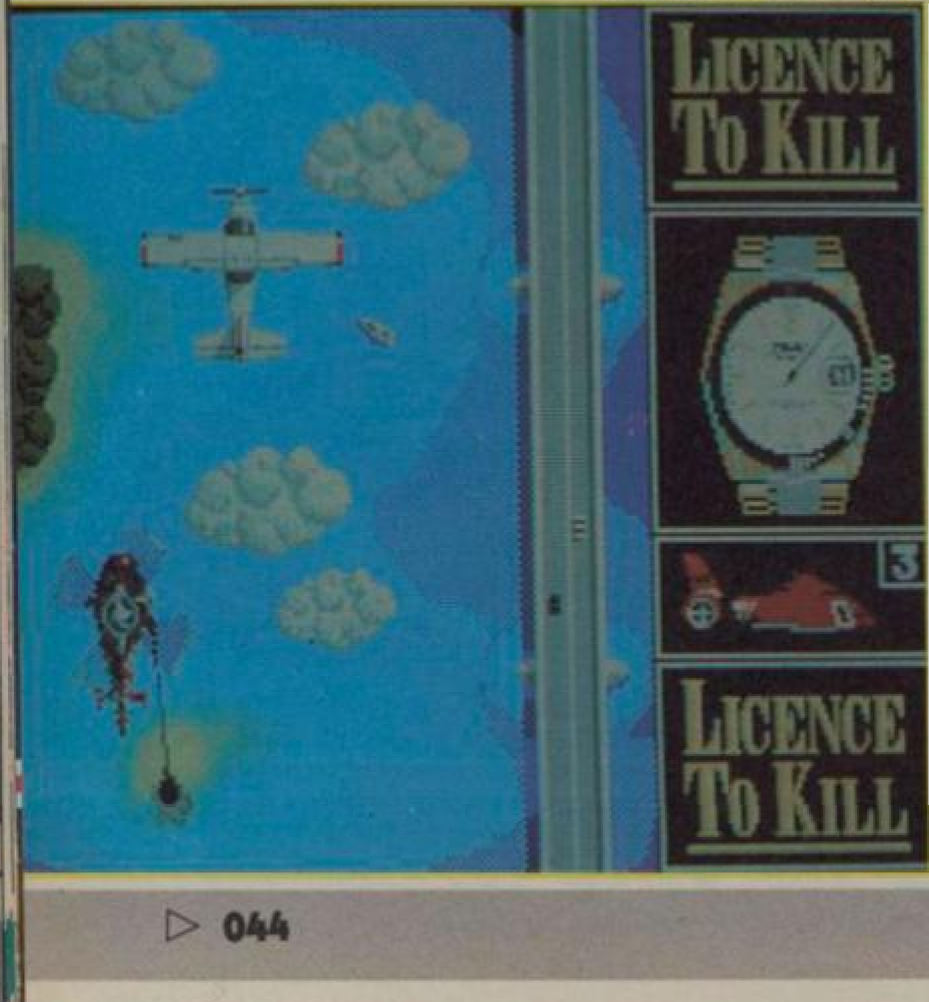
The third stage begins as soon as Bond's safely aboard. Sanchez is heading for the border with a convoy of 18-wheeler semis full of drugs. James starts in a cropduster plane, and has to jump down onto the rearmost truck, take control of it and use it to run the others off the road.

The final rig contains Sanchez, and once you've blow that off the highway, James has completed the mission, and can start thinking about what to do for his next film.

The ST version is great fun, and potential Bonds certainly have their work cut out trying to beat Sanchez. All the sections are nicely designed, and faithfully follow scenes from the film — just like a movie licence should.

The fast and challenging action and excellent graphics and sound make this by far the best Bond game to date, and it's a brilliant game in its own right. Look it up.

**JULIAN RIGNALL**



### UPDATE

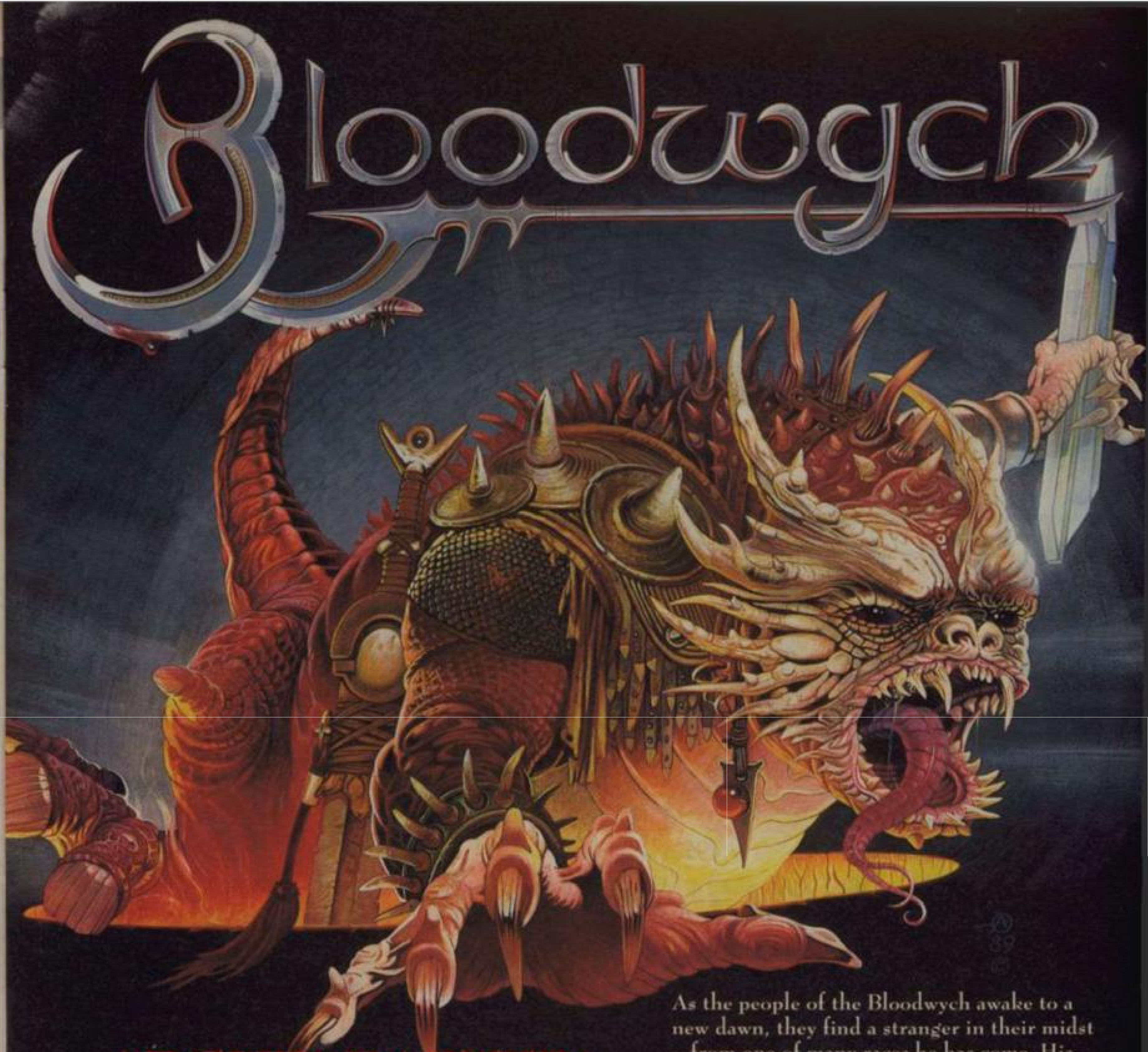
***Other versions will follow shortly, and will have the same gameplay as the ST, with the usual graphic restrictions.***

| ST | £19.99 |
|---|---|
| GRAPHICS | 86% |
| SOUND | 80% |
| VALUE | 78% |
| PLAYABILITY | 83% |

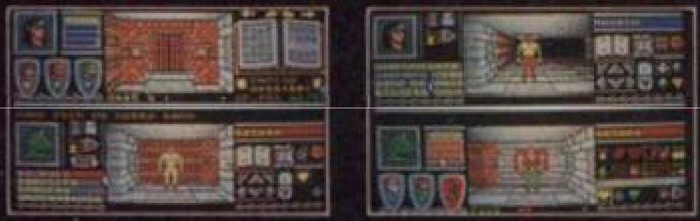
***Plenty of variety, colourful graphics and recognisable Bond ditties make this an addictive and enjoyable game.***

| OVERALL | 80% |
|---|---|

# Bloodwych



# ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!



Atari ST Screen Shots

| | |
|---|---|
| Amiga | £24.99 |
| Atari ST | £24.99 |
| Spectrum (tape) | £9.99 |
| Spectrum (disc) | £14.99 |
| Amstrad CPC (tape) | £9.99 |
| Amstrad CPC (disc) | £14.99 |
| Commodore 64 (tape) | £9.99 |
| Commodore 64 (disc) | £12.99 |

As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall *rise to bring darkness into the* world.

This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

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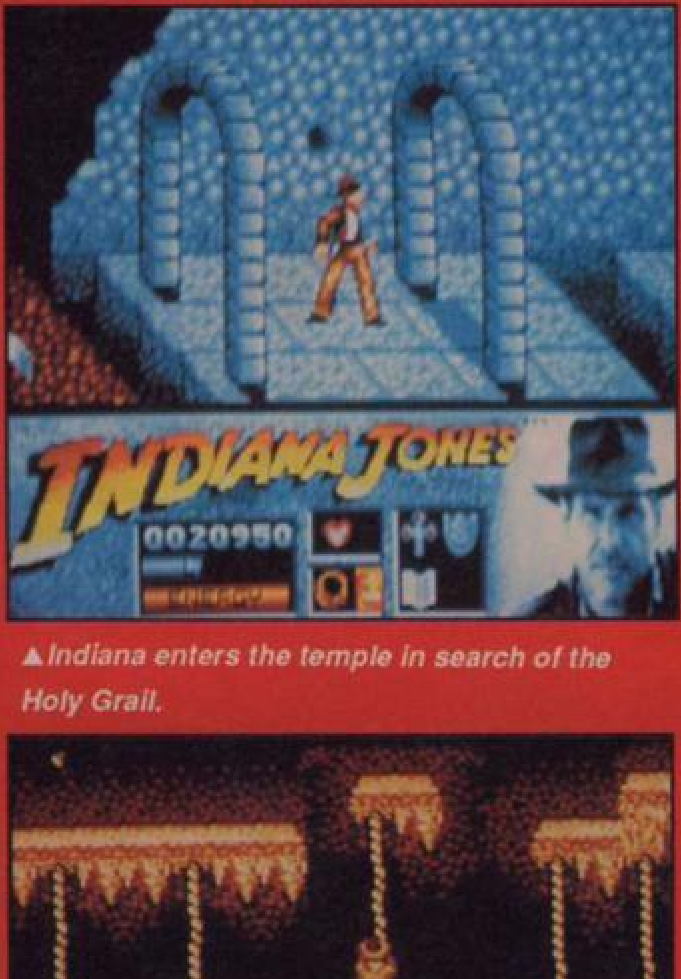
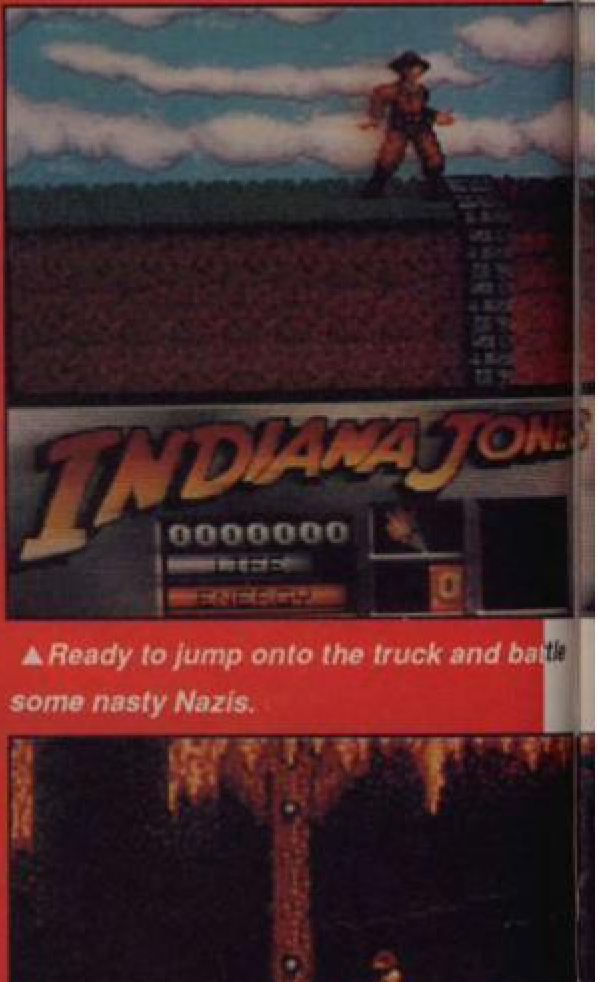
# INDY ACTION GAME

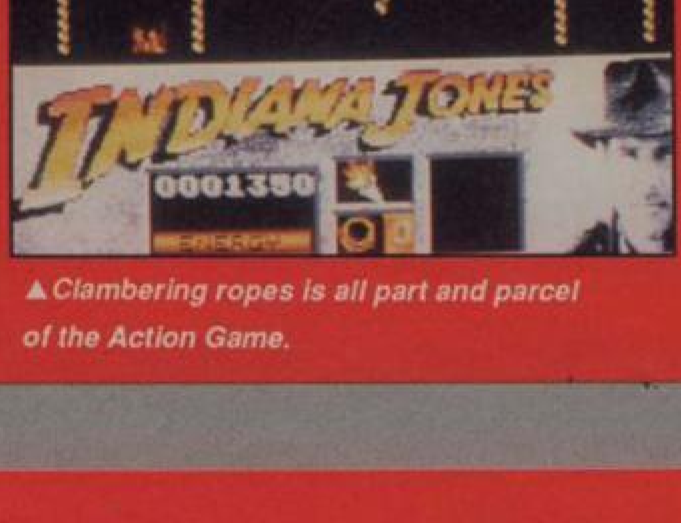
### BY US GOLD


INDIANA JONES
0020950
ENERGY

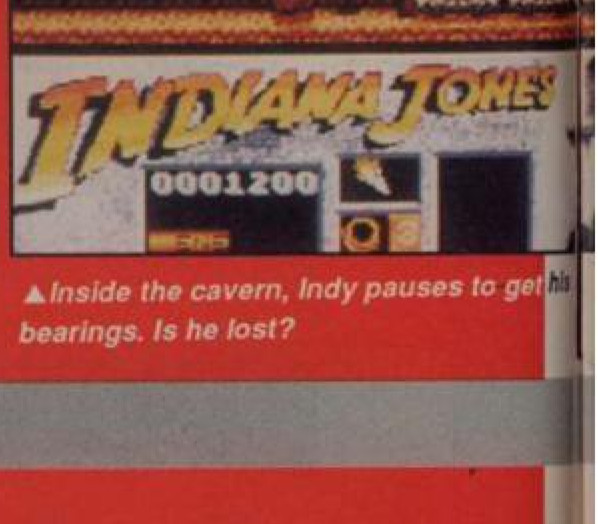
▲Indiana enters the temple in search of the Holy Grail.


INDIANA JONES
0000000
ENERGY

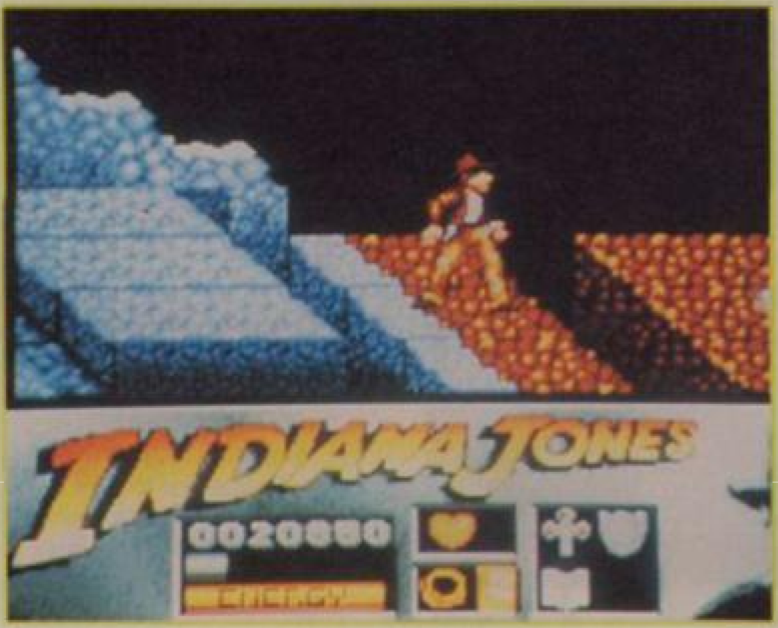
▲Ready to jump onto the truck and battle some nasty Nazis.


INDIANA JONES
0001350
ENERGY

▲Clambering ropes is all part and parcel of the Action Game.


INDIANA JONES
0001200

▲Inside the cavern, Indy pauses to get his bearings. Is he lost?



▲*Don't fall into the pit.*

The World's greatest adventurer is back — Indiana Jones, in his third, and arguably his best film yet.

Like the last Indy film, Indiana Jones and the Temple of Doom, US Gold, in conjunction with Lucasfilm Games Division, have secured the rights to produce computer game versions of the movie. There are two games-of-the-film being programmed: the Indy Adventure, a *Zak McKraken*-type game which is being designed in the US by Lucasfilm, and the Indy Action game, being produced here in the UK by US Gold.

This is the action game, a four-level platform-style arcade adventure which puts the player in the leather jacket and fedora of everybody's favourite hero.

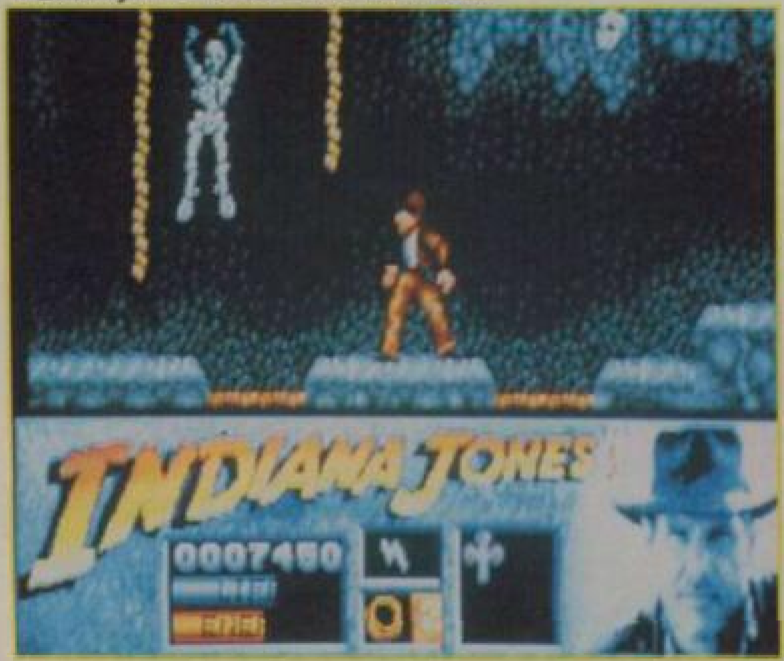
Indy starts the game trapped in an underground cavern, and has to escape by running around the multidirectionally scrolling landscape to find a cross and the exit.

Hazards are encountered with every step of the way, with falling chunks of ceiling to avoid, gun-toting nazis to whip into submission, chasms to swing across on rope and collapsing bridges to leap.

Indy has an energy bar which shrinks every time he falls foul of a hazard — falling a short distance knocks a bit off the bar; getting shot results in complete loss of energy, and a forfeit of one of his five lives.

If he escapes the subterranean system, Indy continues his adventure aboard a speeding truck. Nazis approach from all angles and have to be dealt with by punching them into the middle of next week. This level is pretty tough, and you've got to be a swift mover if Indy is to survive for the third level.

▼*Luckily that skeleton is harmless.*



This is similar to the first, only this time Indy's trapped in an ancient temple. There are even more hazards to dodge and baddies to dispose of. It certainly helps if you make a map as you go along, as there are plenty of horrible surprises ready to catch out an overconfident Indy.

Finally, the action switches to a giant Nazi airship, where Indy tackles what seems like the entire German army to get to the final goal and grab the elusive Holy Grail from the clutches of Hitler himself!

This level is really neat, complete with realistic bobbing motion of the airship as it flies along — make sure you pop a couple of Kwells travel sickness pills before you start this level, it's guaranteed to leave those with weak stomachs feeling quite queasy.

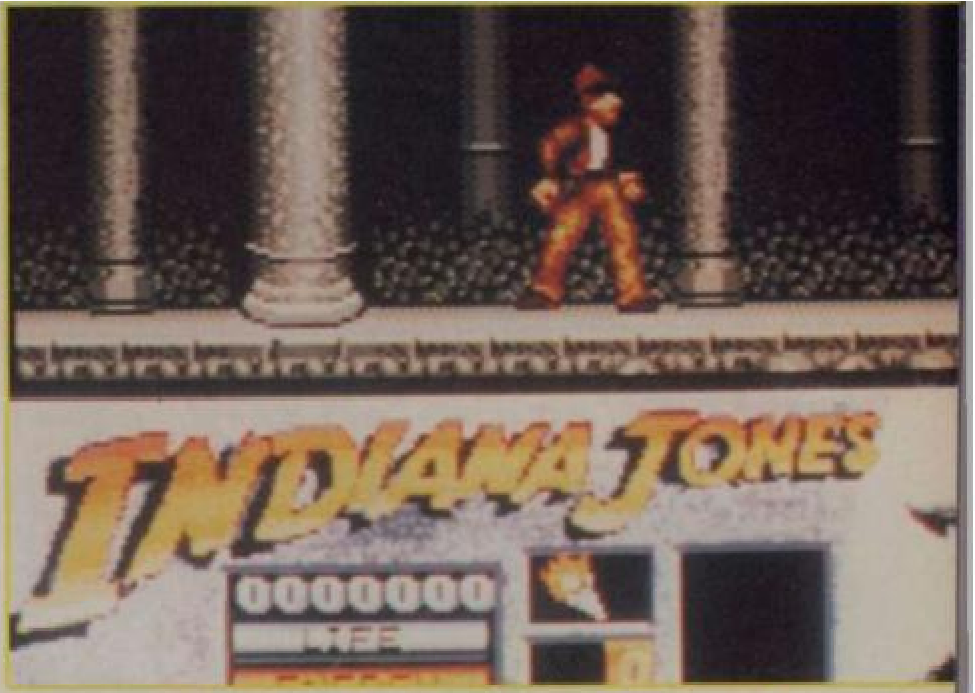
If Indy manages to grab the Grail, the mission is accomplished, and he can return to his University and wait for the next adventure to begin . . .

Both the 16 bit versions of Indy offer platform action all the way as the hero leaps, runs and fights his way through the Nazi hordes. The going is very tough, and sometimes frustrating (making a map certainly helps), but the balance between frustration addiction is nicely balanced and keeps you coming back for "just another go".

Highly recommended to platform game fanatics.

**JULIAN RIGNALL**

▼*A map certainly helps here...*



## UPDATE

***Spectrum, Amstrad and Spectrum versions will have the same map and gameplay as the 16 bit games, but the graphics won't be quite so good. If you're an Indy fan, check 'em out.***

**ST £9.99**

***The only difference between this and the Amiga version is the lack of colour in the backdrops. The gameplay is similarly addictive and challenging, and is therefore recommended.***

**OVERALL 81%**

| AMIGA | £19.99 |
|---|---|
| GRAPHICS | 81% |
| SOUND | 78% |
| VALUE | 76% |
| PLAYABILITY | 82% |

***A thoroughly enjoyable platform romp with everybody's favourite hero. It's tough and sometimes very frustrating, but it's addictive enough to keep you playing until you beat Hitler.***

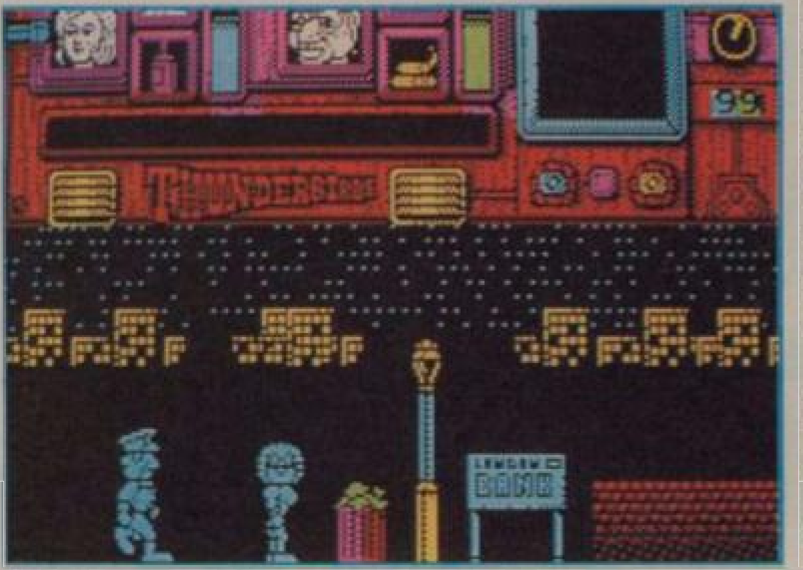
**OVERALL 81%**

# THUNDERBIRDS

## BY GRANDSLAM

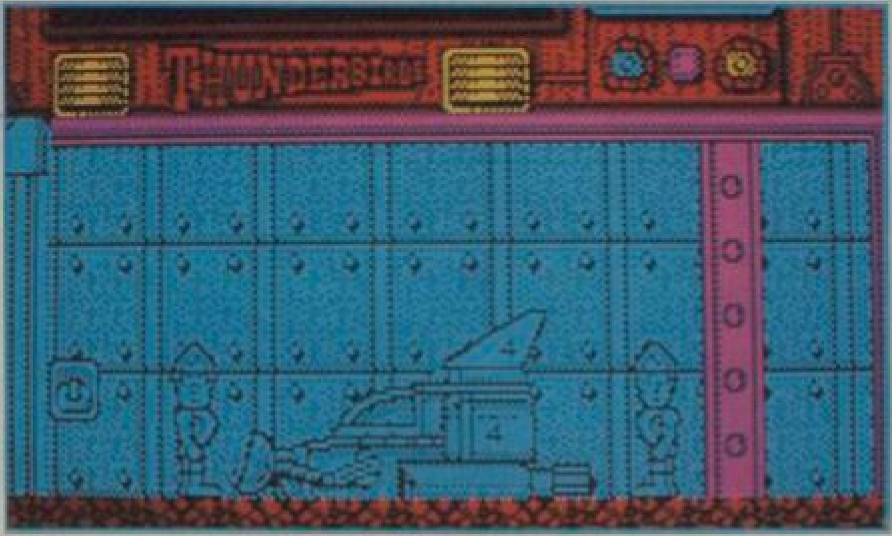
Gerry Anderson's marionettes with the mostest, the International Rescue boys, are back on the launch pad.

The game starts in Jeff Tracey's office where you get to choose one of four missions to undertake. The missions vary in difficulty, and you can only go for the tougher tasks when you've completed the previous one and been given a password.



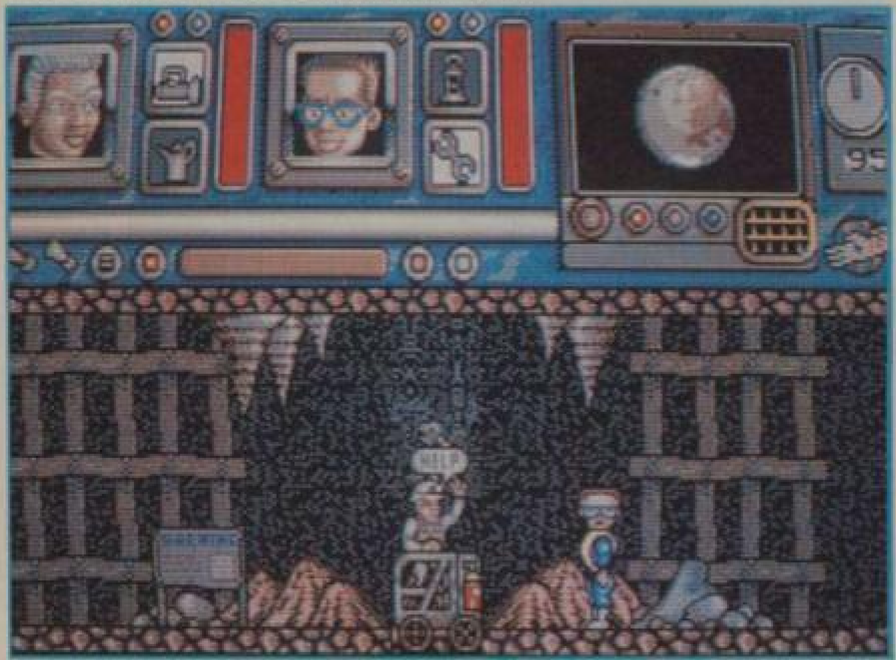
▲ *Look — no strings.*

Every mission gives you alternating control of two International Rescue team members, and before they leave Tracey Island you equip them both with two objects from a selection of six — lamps, radiation pills, that sort of thing.



▲ *Recommended to Thunderbirds fans.*

The first mission starts with Thunderbird 2 offloading the Mole to take B-B-B-Brains and Alan into a collapsed mine where two miners are trapped. The mine is rapidly flooding, so the first thing on the agenda is to get Brains to stop the flow of water, but how? I won't reveal the answer, but suffice it to say that this is just the start of your problems!



▲ *Control your favourite characters.*

In Mission two a nuclear submarine has foundered on the crater of an underwater volcano and Thunderbird 4 has been called to the scene. With water gushing in through a hole in the hull, Gordon and Alan have to locate two security cards which will shut down the reactor, then somehow refloat the sub.

The third mission stars Lady Penelope and Parker, who have to break into a bank's strong room where stolen plans of the Thunderbird machines are being kept, and the last and most difficult mission is set in Dry Gulch, Arizona, where Scott and Virgil have to capture their arch-rival, The Hood, after he has hi-jacked a missile base and is threatening to launch a few rockets downtown.

All versions of Thunderbirds have been programmed by Teque, who seem to specialise in this sort of game, and though I haven't been staggeringly keen on their past efforts (*Terramex* and *Prison*) I did enjoy playing *Thunderbirds*. The character sprites are suitably large-headed and the occasional humorous touches are very welcome. Unlike *Terramex*, the links between problems and objects is nice and logical, but the only thing that counts against *Thunderbirds* is all the trudging from room to room which gets to be just a bit of a bore.

Still, I think the game captures enough of the spirit of the show to make it worth any Thunderbirds fan's wad.

**PAUL GLANCEY**

### UPDATE

***All versions will have the same gameplay, with only graphic and audio differences separating them.***

### SPECTRUM £12.95

***The same gameplay as 16 bit versions, with a cassette multiload. Still good fun though.***

**OVERALL 73%**

| ST | £24.95 |
|---|---|
| GRAPHICS | 72% |
| SOUND | 70% |
| VALUE | 79% |
| PLAYABILITY | 71% |

***A very well presented arcade adventure which Thunderbirds fans will think is FAB.***

**OVERALL 72%**

# WIN A
# NEW ZEALAND STORY
# COIN-OP

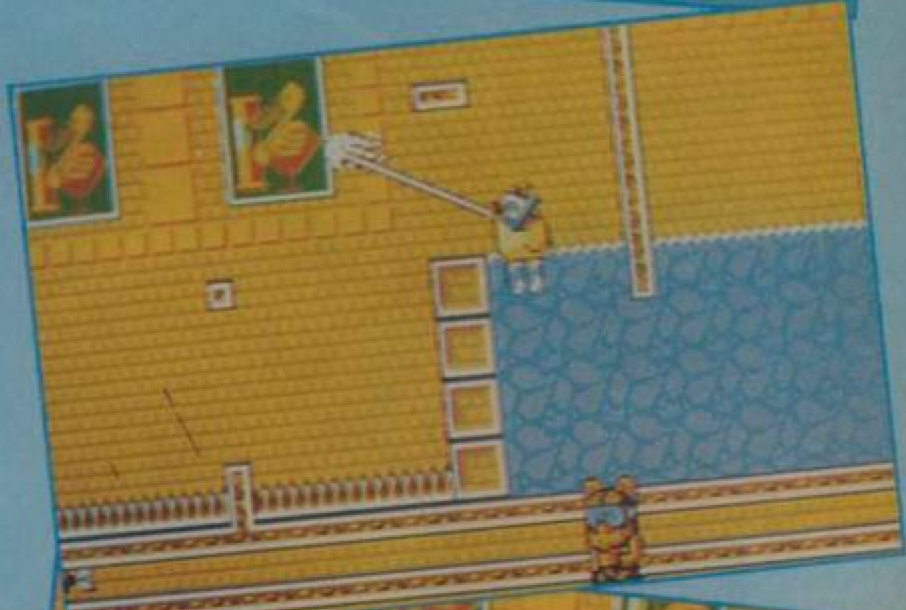
Wow! Is it true? Yes it is!! Those wonderful, lovely people at Ocean were so pleased with the C+VG HIT! review of their conversion of New Zealand Story last month that they've decided to dish out a real New Zealand Story coin-op to the winner of this C+VG ultra-comp.

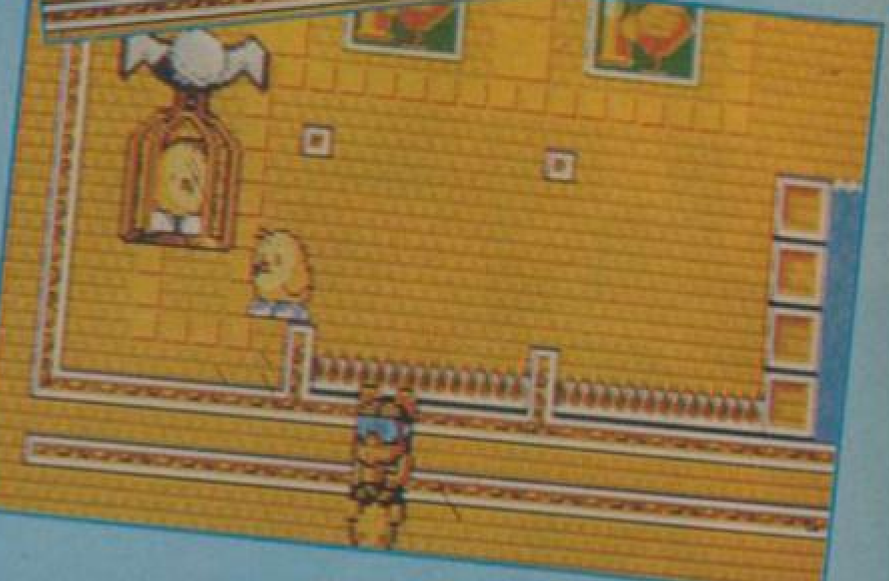
And it's not just a normal coin-op.

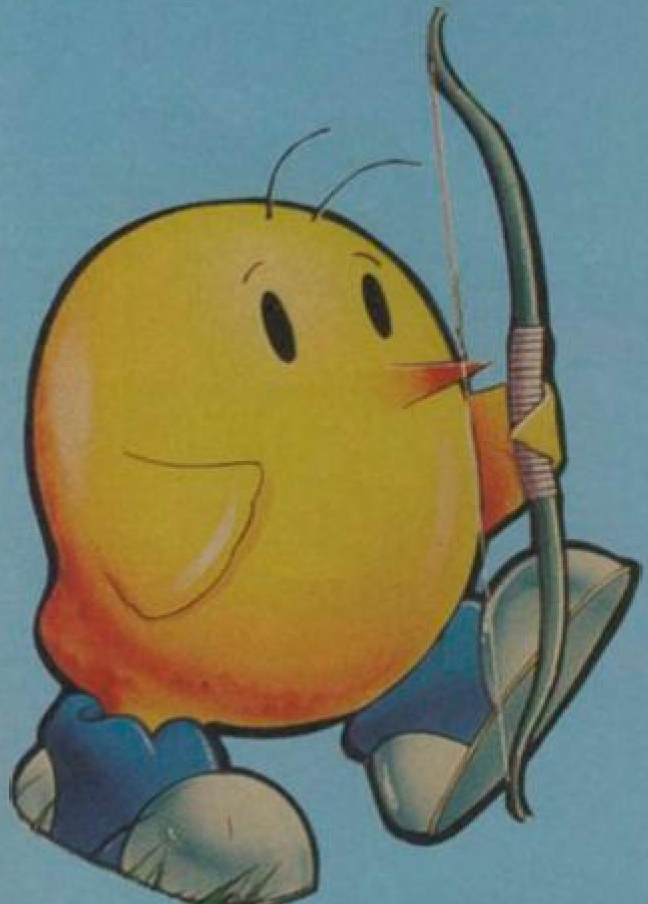
With a bit of technical jiggery-pokery, Ocean have squeezed the machine into a medium-sized metal suitcase, and it comes with its own external portable monitor, so you can even take it round to a mate's house (and it doesn't take up half the living room).

The star of New Zealand Story is undoubtedly the cute Kiwi hero — pictured here. But what we want you to do is draw his twin brother, who's well 'ard. Let your imagination run riot — he could be a Ninja Kiwi, an Assault Kiwi, or even a Cyber-Kiwi — it's totally up to you.

Pop your drawing into an envelope together with your name and address, and send it to: MY KIWI IS SO HARD YOU'LL HAVE KITTENS COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Make sure your entry arrives before August 25th, and you could well be on your way to winning the coin-op!







Gilbert is back at Drill and feeling very pleased with himself.

Unfortunately, the rest of his fellow Drillians are not quite so happy. In fact they are green (and slimy) with envy.

Gilbert is invited back to Earth to do a new TV series, but to avoid more of his bragging the Drillians remove parts of the Millenium Dustbin and spread them about the planet.

You are in control of Gilbert (most unusual) and to get him back to Earth within 24 hours you have to beat the Drillians at their favourite arcade games and in turn, they will give you clues to find the missing parts on your craft.

Gilbert
ESCAPE FROM
DRILL
?
Super Slimey Software
BIGGER than the biggest thing. Gilbert
FANTASTIC, BRILLIANT, ABSOLUTELY MEGA, HOT STUFF, THE BEST GAME EVER
Gilberts Mum
xxx
PAP
3

Computer Program
© 1989 Tiger
developments (Ent.)
Ltd.
Gilbert character
© Tyne Tees TV Plc.

Gilbert—Escape from Drill.
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ndustrial Estate,
Pontefract,
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WF8 2LN.
Telex: 557994
RR DIST G
Fax: (0977) 790243

AGAIN AGAIN

ENIGMA VARIATIONS

This super slimy game will be available on
ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), SPECTRUM DISC (£14.99), C64 (£9.99), C64 DISC (£14.99), AMSTRAD (£9.99), AMSTRAD DISC (£14.99) and MSX (£9.99).

You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.

Tiger developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.

**GILBERT
ESCAPE FROM
DRILL ORDER FORM**

PLEASE FILL IN YOUR NAME AND ADDRESS DETAILS ALONG WITH THE FORMAT YOU REQUIRE.

NAME ______________________

ADDRESS ______________________

______________________

FORMAT

## ▶ C64 AMSTRAD SPECTRUM

# SUPER SCRAMBLE SIMULATOR

### BY GREMLIN

Super Scramble Simulator is, as you have most probably already guessed, a motorbike game. There are fifteen courses in all, divided up into five categories: three mud and two concrete.

Qualification for the later stages depends on whether or not you complete the earlier ones — at the start you only have the option of playing the first three tracks. Once you've successfully negotiated the first set, you move onto the next.

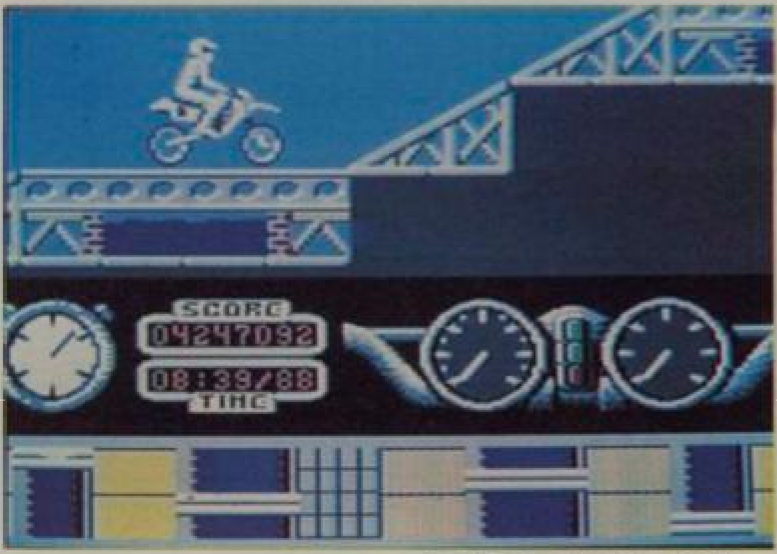
This is no easy task: each course has to be completed within a reasonable time limit, but this is quickly eaten away by falling off, skidding and crashing — all of which incur a few seconds' penalty.

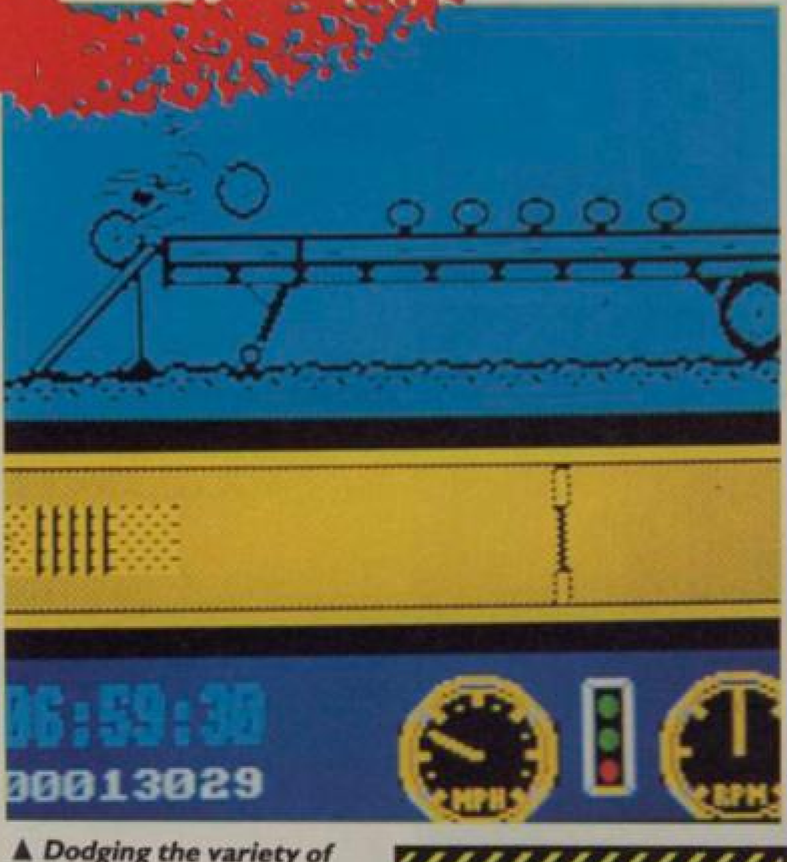
If this all sounds very simple, it isn't. Each course has its own difficulties which require specific actions to overcome — and knowing what to do is sometimes a process of trial and error. This can become frustrating when, say, you've sussed a couple of courses in a set and then you run into a section where split second timing and fine control over the motorbike are needed.

The two versions differ a little in presentation: though the Spectrum's graphics are monochrome, they're more detailed than the 64; the Commodore version looks a bit boring.

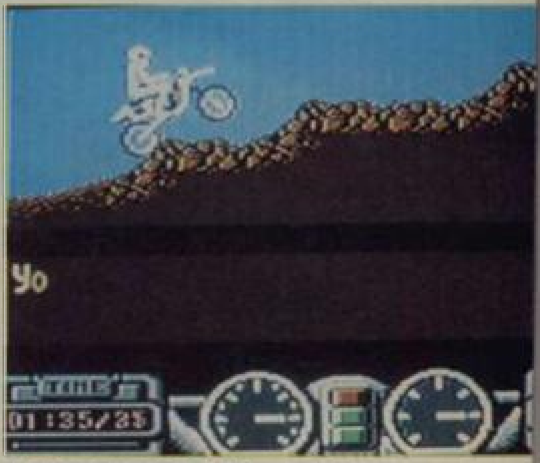
Where both games score highly is in the playability stakes: the balance between the length and difficulty of a course and the time limit to crack it is just right, and the fifteen tracks will take a long while to complete.

**GORDON HOUGHTON**





▲ *Dodging the variety of obstacles is fun, but very frustrating indeed.*



▲ *Vroom, Vroom!*

**UPDATE**

*ST and Amiga versions (sporting mud courses, two obstacle courses and one grass course) will be out soon at a price of £19.99.*

**AMSTRAD £9.99**

*Similar to the Spectrum version, with a little bit more colour. It's playable and enjoyable — check it out.*

**OVERALL 76%**

**SPECTRUM £9.99**

*The multiload is a bit of a fiddle and the graphics monochrome, but otherwise the game is just as playable as its 64 counterpart, with some funky tunes thrown in for good measure.*

**OVERALL 75%**

| C64 | £9.99 |
|---|---|
| GRAPHICS | 55% |
| SOUND | 79% |
| VALUE | 44% |
| PLAYABILITY | 84% |

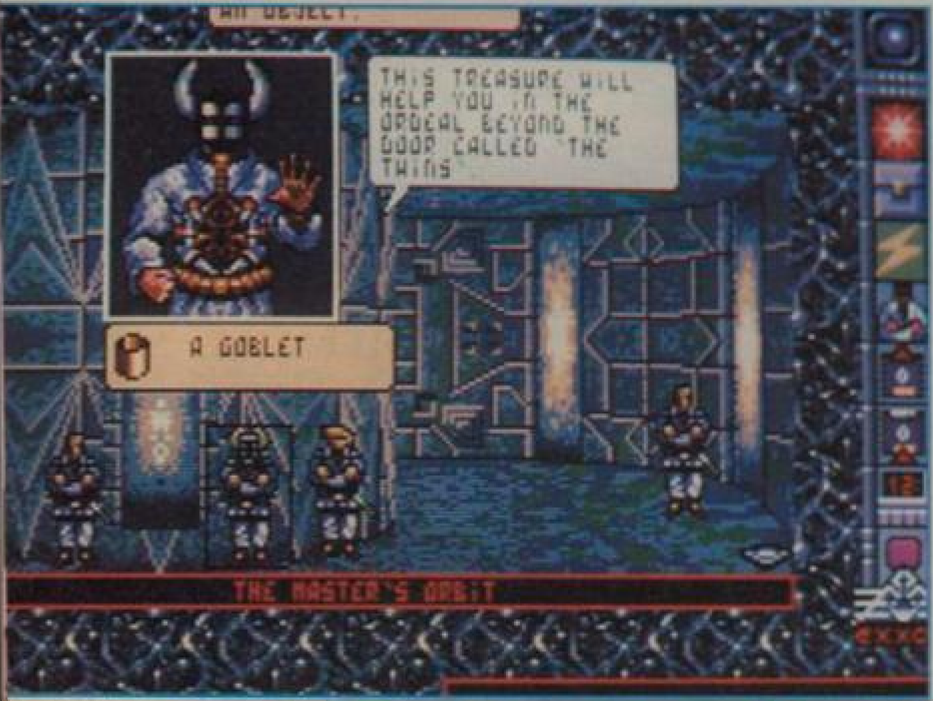
*Author Shaun Southern also wrote Kickstart II, which is very similar in format, just as addictive and, most importantly, available at a budget price. SSS is enjoyable to play, but the whole package is way too expensive.*

**OVERALL 69%**

# KULT

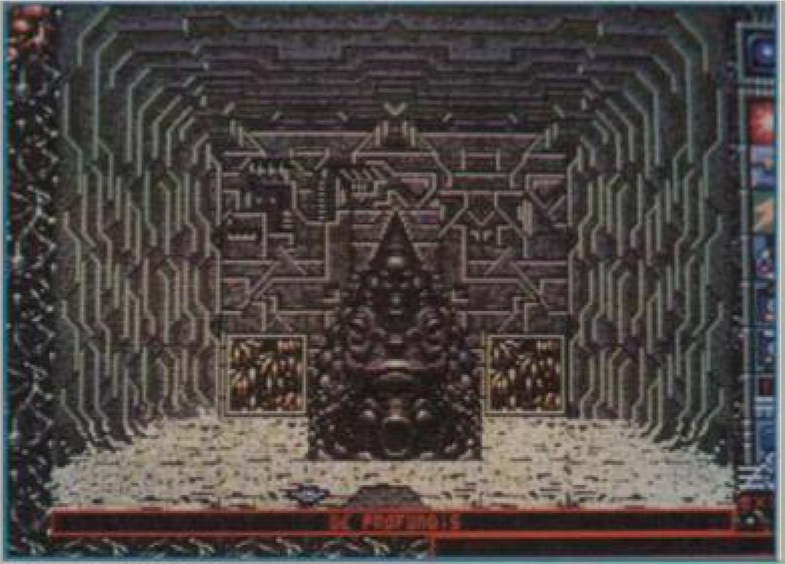
## BY INFOGRAMES

Is it just me, or does everyone find these Exxos games weird? It's not that they aren't good . . . they're just . . . weird. I mean, I thought *Purple Saturn Day* was veering seriously towards odd, but *Kult* is even more bizarre.


AN OBJECT.
THIS TREASURE WILL HELP YOU IN THE ORDEAL BEYOND THE DOOR CALLED 'THE THING'
A GOBLET
THE MASTER'S ORBIT

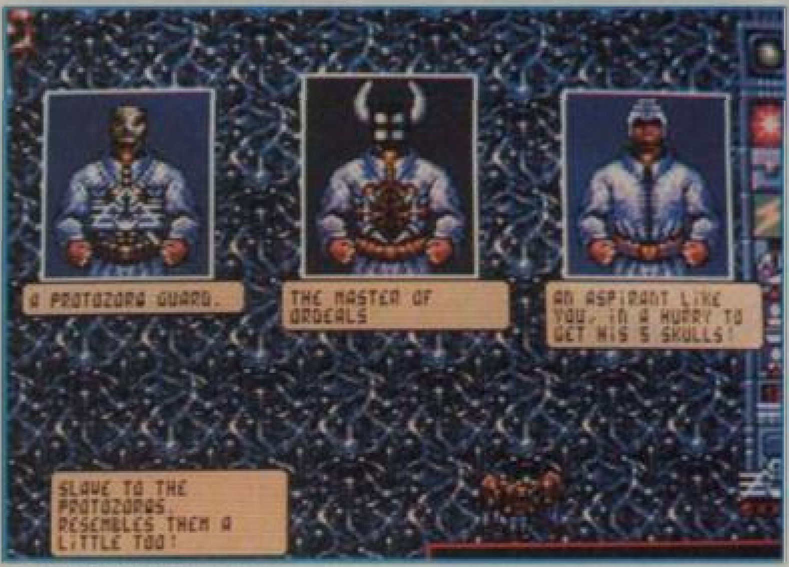
The scenario outline in the instructions is . . . well, "crazed" is a word that springs to mind, but what they're trying to say is this.

You play Raven, one of a race of radiation mutants with psychic powers connected to a central consciousness. Raven's girlfriend, Sci Fi, is being held captive by the reptilian Protozorqs in their mountain temple. To get inside and rescue her he's got himself captured and entered in the contest of The Five Ordeals, which the Protozorqs use to select servants or Divos for their god, Zorq. To succeed, Raven has to find a skull in each of the five puzzle chambers. Once he has returned all five skulls he becomes a Divo and is allowed access further into the temple, where he hopes to find Sci Fi.



▲ *The first ordeal.*

The screen shows a view of the chamber and the mouse controls a cursor which is used to manipulate the room's features and select commands from an icon bar. The icons cater for standard adventure-type commands — taking objects, using them, and communicating with other characters — and using Raven's psy-powers. Clicking on an object calls up a diagram of Raven's brain with different nodules to click on for each action you can perform with that object.


A PROTOZORQ GUARD.
THE MASTER OF ORDEALS
AN ASPIRANT LIKE YOU, IN A HURRY TO GET HIS 5 SKULLS!
SLAVE TO THE PROTOZORQS. RESEMBLES THEM A LITTLE TOO!

▲ *Three dodgy geezers.*

**C+VG HIT!**

Getting objects for the other rooms requires trading, either with other competitors or the Giver machine. To get anything out of the Giver you have to play a game of "guess which cup has the skull under it" which is more a matter of luck than skill, so it's a good idea to save the game before trading then continually reload if you lose.

Using this technique, it only took a few dozen games before I was a Divo, and getting well into the interior parts of the adventure. Infogrames supplied me with a map of the temple, and it seems I still have quite a way to go before I find Sci Fi then kill Zorq. But, hey, *Kult* is so well presented, with its excellent icon system, stylish, detailed graphics, atmospheric sound (including the usual Exxos alien speech), and intriguing puzzles that I'm sure to be playing it for a few late nights to come. Ata ata, Exxos!

**PAUL GLANCEY**

### UPDATE

***The PC version is due out alongside the other versions, and, gameplaywise at least, it should be as good as the other two.***

| AMIGA | £24.95 |
|---|---|

*Almost exactly the same as the ST version. Brilliant.*

| OVERALL | 85% |
|---|---|

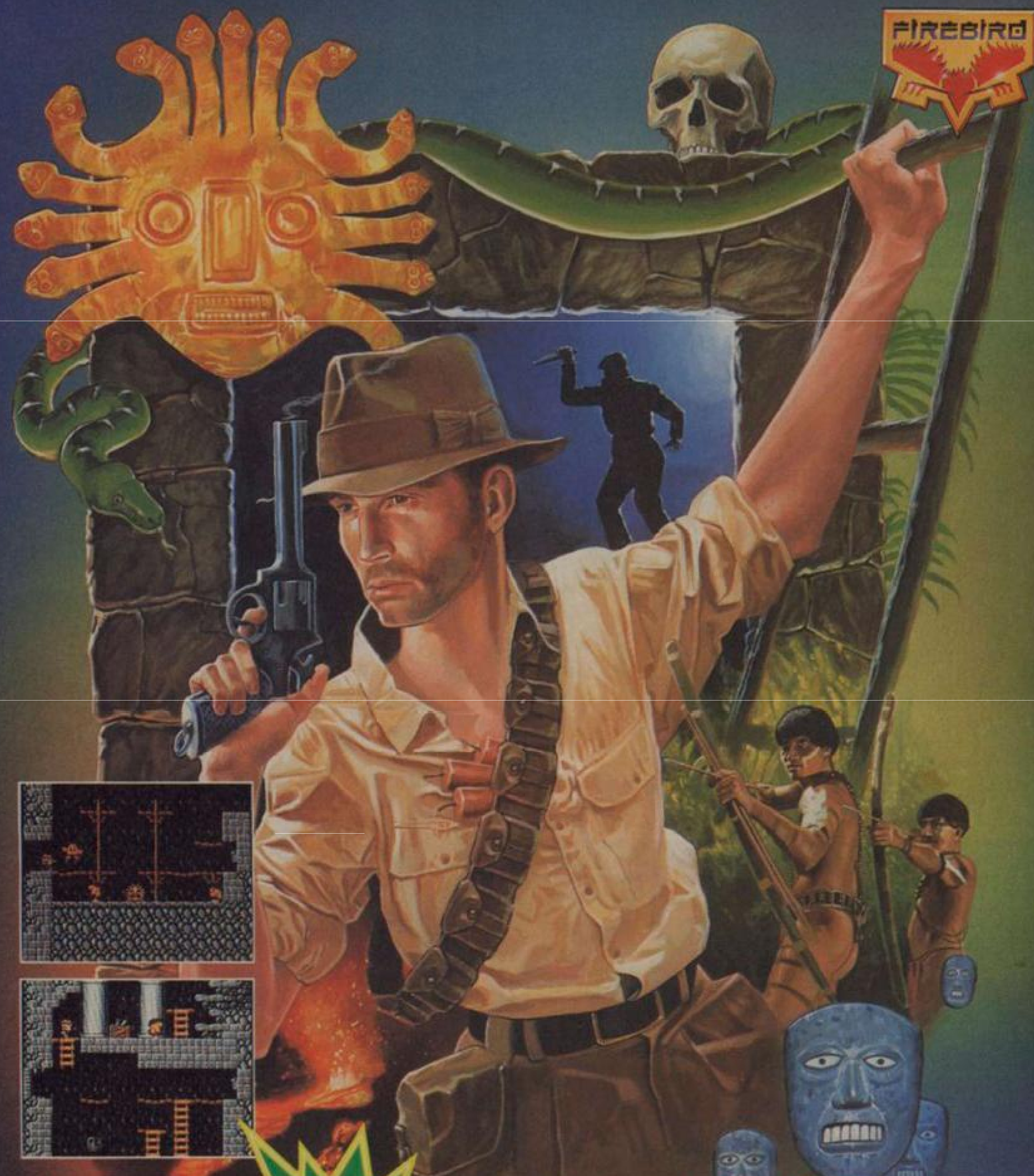
| ST | £24.95 |
|---|---|
| GRAPHICS | 83% |
| SOUND | 87% |
| VALUE | 79% |
| PLAYABILITY | 85% |

*Another weird and wonderful product of Exxos imagination. Excellent in every respect.*

| OVERALL | 85% |
|---|---|

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £9.95, £14.95; COMMODORE 64, CASSETTE AND DISK PRICE £9.95, £12.95; ATARI ST, COMMODORE AMIGA AND IBM PRICE £24.95.



# RICK DANGEROUS

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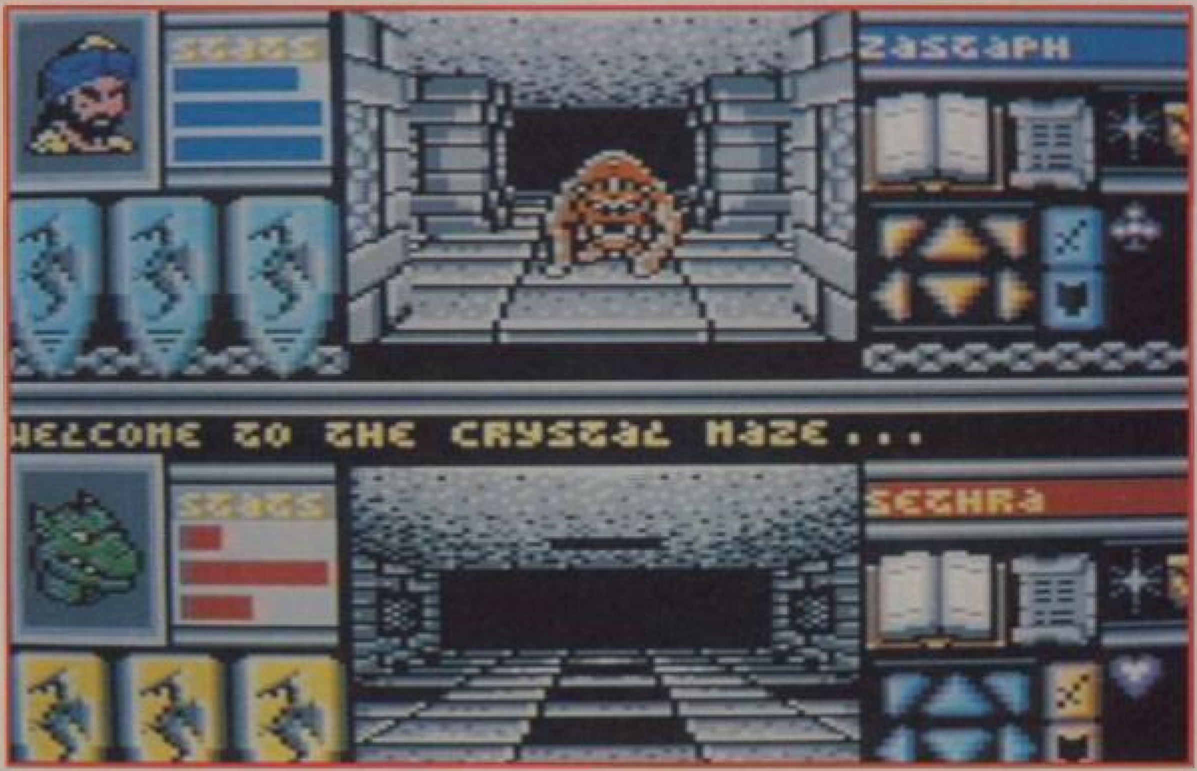
GLOS. TEL: 0666 504326.



▲ Ruddy hell! It's an 'orrible monster!!

# BLOODW

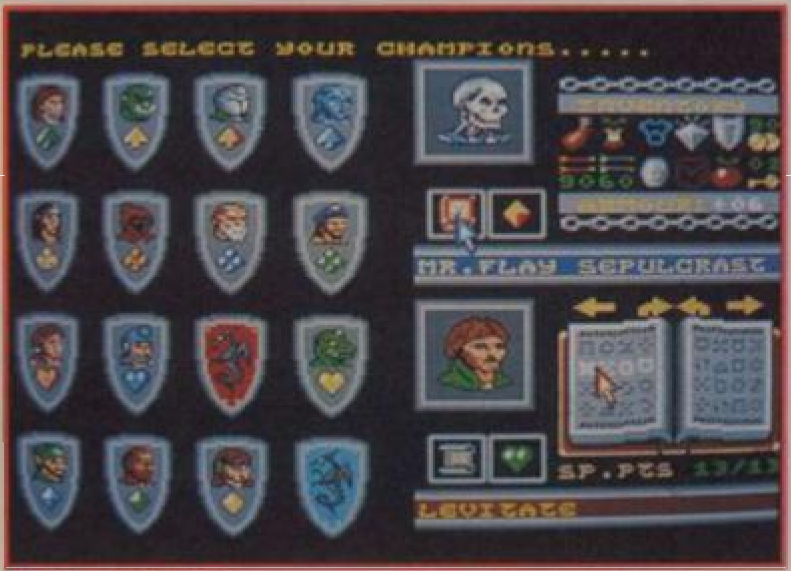
## BY MIRRORSOFT

It's about 18 months since FTL and Mirrorsoft changed the face of the rôle-playing game with the legendary *Dungeon Master*, which kept everyone, even shoot 'em up fans like me glued to their mice for months.

*Bloodwych* is another rôle-player which takes a similar 3D graphics, e-zee to use icons and pointers approach to adventuring, then adds to it with simultaneous two-player action and even more interaction between the player and the creatures he comes across.

The game is set in the four towers and the central keep of Treinadwyl Castle wherein lie the four Crystals of Storing, which have to be combined in the final central tower to destroy nasty Zendlich and banish the Lord of Entropy. To hamper your progress Entropy has filled the castle with dragons, skeletons, ghosts, mutated humans, traps and locked doors.

Both players start the game by choosing one of a collection of 16 wizards, adventurers, warriors and thieves to start their team. Each has differing abilities, but you can strengthen your party by recruiting three of the heroes who are wandering around the first tower.

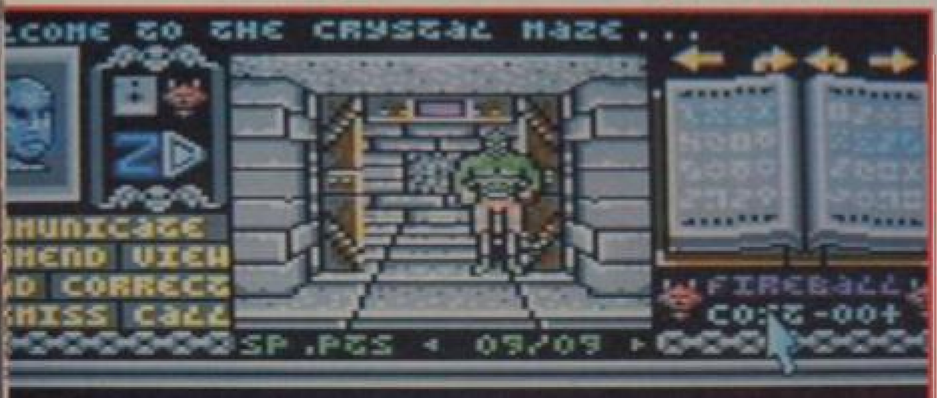


▲ The options screen.

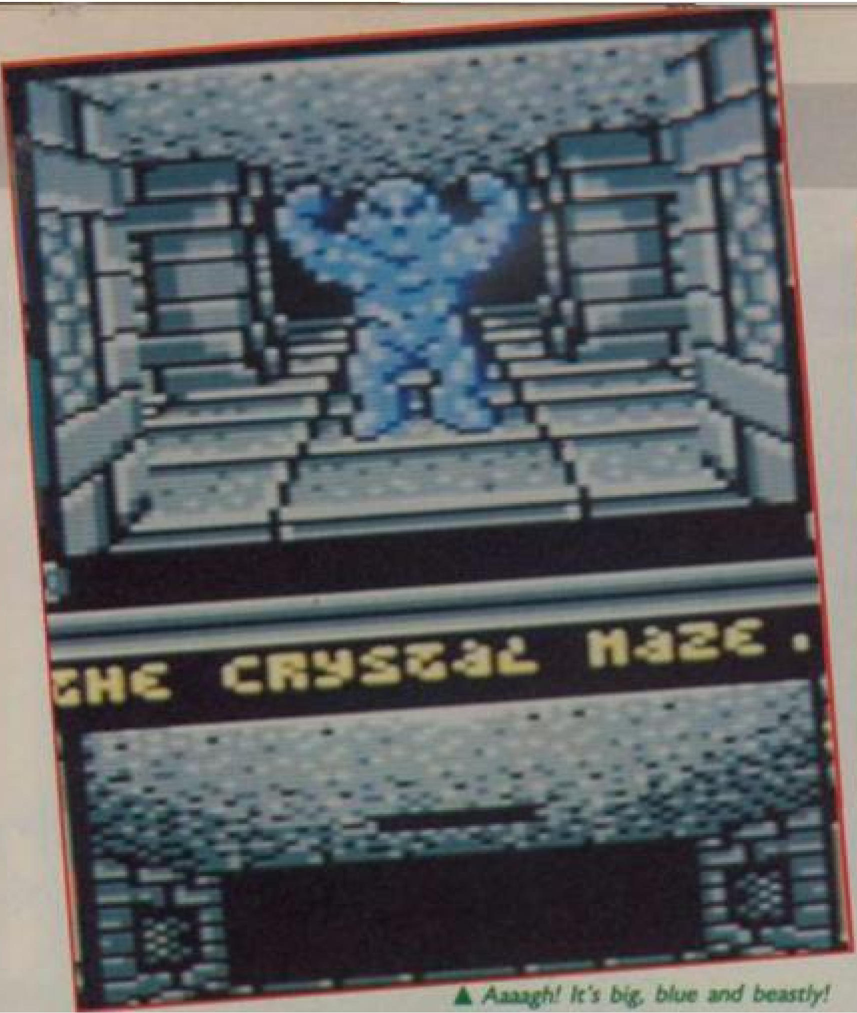
Character manipulation is very important in *Bloodwych*, and a set of menus lets you pump other characters for useful information, trade, bribe, threaten, insult and praise. When you've got your team together, you can separate them with a *WAIT* option, which leaves characters behind. You can then use the *VIEW* command to flip between different characters, letting you take only your strongest characters into battle, or maybe fiddle with switches on the wall in one location while simultaneously checking their effect in another.

In battle, all the characters present participate in attack rounds, and the damage done to the attackee is represented by lost health points. There are weapons lying around all over the place, and using them in battle is just a matter of placing them in the right inventory slot and clicking on the attack icon.

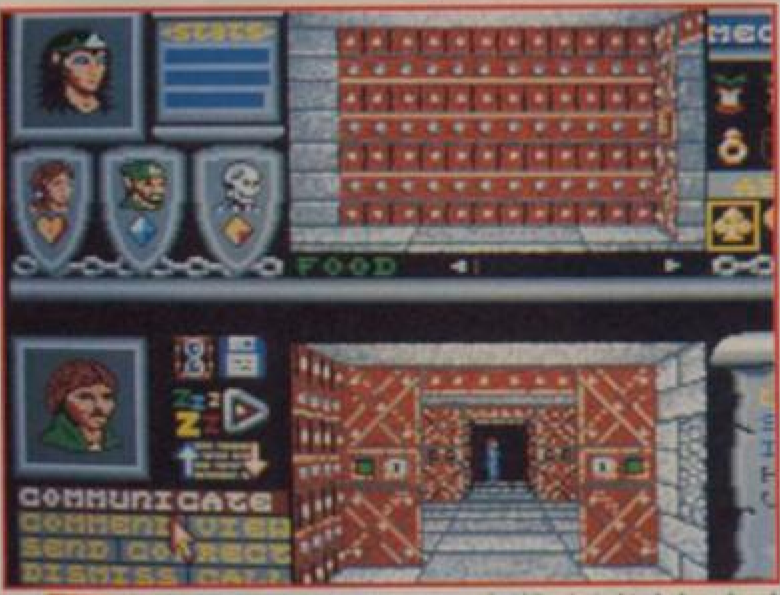
As well as having cold steel to fight with, there are magical weapons and spells available. Heroes earn Missile and other spells as their experience level



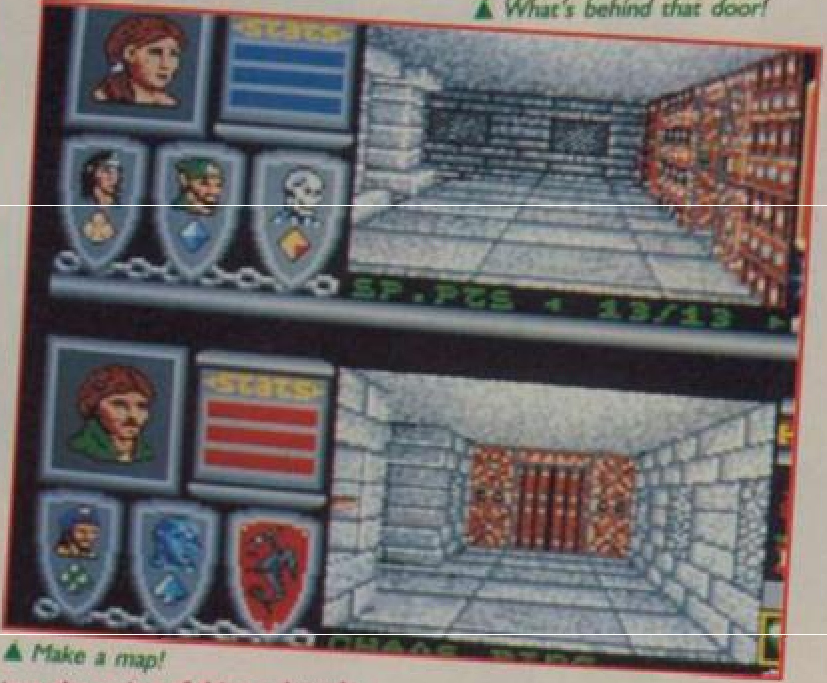
▲ The two players face on another.



▲ Aaaagh! It's big, blue and beastly!



▲ What's behind that door!



▲ Make a map!

# WYCH

increases and they're then used by clicking on the runes in a spellbook.

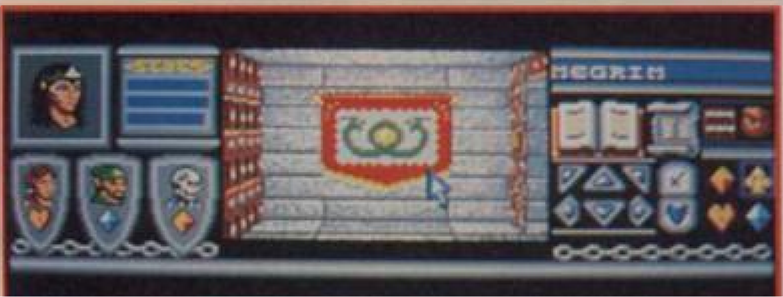
By now the similarities to *Dungeon Master* must be obvious, and even though the programmer denies that was his inspiration, I'm afraid comparisons are bound to be drawn.

The main area where the comparison with *Dungeon Master* works against *Bloodwych* is in the atmosphere stakes. The action in *Bloodwych* accelerates slowly so it's not going to grab you straight away, and the small size of the individual screens means that the artist hasn't been able to produce character and monster graphics half as frighteningly realistic as the beasts in *DM*.

Because most of the game is set in bare corridors rather than distinct rooms, it's really easy to get lost, so mapping is essential if you don't want to spend hours wandering around in circles. Once you've done that and got into the swing of things, though, the flexibility and logic behind the options suddenly becomes quite impressive, and the character manipulation element comes into its own.

Exploring *Bloodwych* with someone else is good fun, and the dual-player mode works quite well, allowing you free rein to pool your efforts, compete ferociously or do both. It's a shame that there aren't any puzzles in which two players have to co-operate, but I guess that would have spoilt the game for solo players.

**PAUL GLANCEY**



▲ What's this then?

## UPDATE

***Gameplay will be the same across Spectrum, Amstrad and ST formats, but the 16 bit games have digitised sound and, of course, smarter graphics.***

**C64 £8.99**

***Weaker sound and murkier graphics, but the gameplay is fundamentally the same on the C64 as it is on the Amiga.***

**OVERALL 79%**

| AMIGA | £24.99 |
|---|---|
| GRAPHICS | 61% |
| SOUND | 83% |
| VALUE | 80% |
| PLAYABILITY | 81% |

***Role players who don't care about flash graphics should love Bloodwych but, unlike Dungeon Master, it won't hold equal appeal for more mainstream gamers.***

**OVERALL 81%**

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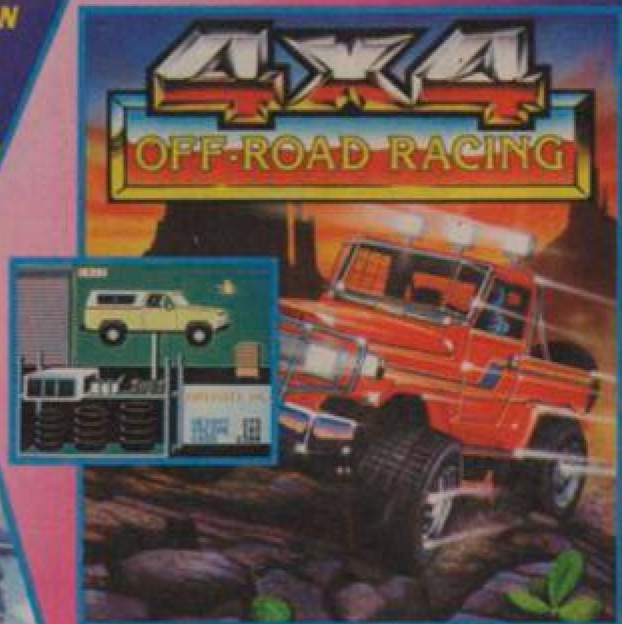
Screen shots from various formats.



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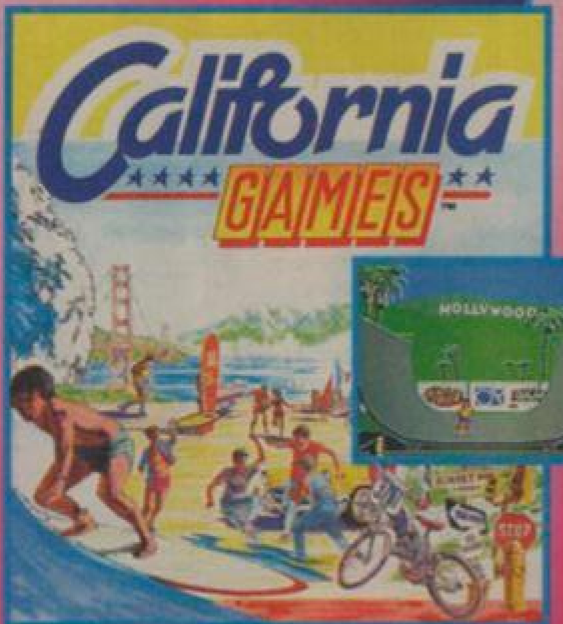
CBM 64/128 & Amstrad £9.99t, £14.99d
Spectrum 48/128K £9.99t, Amiga £24.99d
IBM PC £19.99d



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Amiga £19.99d, IBM PC £19.99d

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## AMIGA TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (2) | Populous | EA | 94% |
| 2 | (-) | Lords of the Rising Sun | Mirrorsoft | 88% |
| 3 | (-) | Blood Money | Psyclapse | 85% |
| 4 | (5) | RAC Rally | Database | 83% |
| 5 | (-) | Soccer | Microprose | 88% |
| 6 | (-) | Forgotten Worlds | US Gold | 92% |
| 7 | (-) | Gunship | Microprose | 89% |
| 8 | (1) | Falcon | Mirrorsoft | 93% |
| 9 | (5) | Kristal | Prism | 79% |
| 10 | (3) | R-Type | Activision | 83% |
| 11 | (-) | Kick Off | Anco | 84% |
| 12 | (11) | Operation Wolf | Ocean | 91% |
| 13 | (-) | Silkworm | Virgin | 87% |
| 14 | (-) | Millennium 2.2 | Activision | 88% |
| 15 | (10) | Sword of Sodan | Gainstar | 85% |
| 16 | (4) | Super Hang-On | Activision | 91% |
| 17 | (14) | Space Harrier | Elite | 82% |
| 18 | (-) | Outrun | US Gold | 78% |
| 19 | (-) | Voyager | Ocean | 85% |
| 20 | (8) | War in Middle Earth | Melbourne Hse | 86% |

Loads going on in the top ten, but Populous pops into the number one slot. Lords of the Rising Sun, and Blood Money smash straight into the number two and three slots respectively — the fight is on. Forgotten Worlds and Gunship are also looking good . . .

### JULIAN'S TIPS

LICENCE TO KILL: Bond is sure to shoot into the charts by next month.
XYBOTS: A superior coin-op conversion — a chart hit for sure.
DATASTORM: Amazingly addictive and playable — by rights this should be a number one.
TEST DRIVE II: Amiga racing freaks should drive this up the charts.

### OUTSIDE BET

RICK DANGEROUS: Fun, *fun, fun!* This fabbo game has just got to chart!

Four new entries in the top five. Populous still holds onto the number one position — but for how long? Kick Off leaps into the top ten, and there are plenty of new releases ready to do the same next month.

### JULIAN'S TIPS

XYBOTS: Domark's fine conversion should break into the top 20.
LICENCE TO KILL: This great film tie-in should ride high.
OUTRUN: Out for a tenner — it's bound to re-enter.
SILKWORM: Shoot 'em up fans should ensure this a chart position.

### OUTSIDE BET

RICK DANGEROUS: The best ST platform game — surely a winner?

## ATARI ST TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Populous | EA | 94% |
| 2 | (-) | Robocop | Ocean | 90% |
| 3 | (-) | Soccer | Microprose | 88% |
| 4 | (-) | Dragon Ninja | Ocean | 81% |
| 5 | (-) | Voyager | Ocean | 83% |
| 6 | (12) | Kick Off | Anco | 84% |
| 7 | (2) | F-16 Combat Pilot | DI | 79% |
| 8 | (4) | Falcon | Mirrorsoft | 93% |
| 9 | (-) | Millennium 2.2 | Activision | 88% |
| 10 | (11) | Pacland | Grandslam | 76% |
| 11 | (-) | Running Man | Grandslam | 51% |
| 12 | (19) | Vindicators | Domark | 87% |
| 13 | (-) | Forgotten Worlds | US Gold | 87% |
| 14 | (-) | Battlechess | EA | 82% |
| 15 | (-) | Honda RVF | Microprose | 80% |
| 16 | (5) | RAC Rally | Database | 83% |
| 17 | (-) | Fun School II | Database | 78% |
| 18 | (6) | Barbarian II | Palace | 96% |
| 19 | (13) | Operation Wolf | Ocean | 91% |
| 20 | (-) | Airbourne Ranger | Microprose | 80% |

### HOW THE CHARTS ARE CREATED

**Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We hope you agree.**

# ALL FORMA

| | | GAME | COM |
|---|---|---|---|
| 1 | (1) | ROBOCOP | OCEA |
| 2 | (-) | SOCCER | MICR |
| 3 | (-) | POPULOUS | EA |
| 4 | (2) | TREASURE ISLAND DIZZY | CODE |
| 5 | (3) | TURBO ESPRIT | ENCO |
| 6 | (-) | 720 | KIXX |
| 7 | (4) | DRAGON NINJA | OCEA |
| 8 | (-) | FAST FOOD | CODE |
| 9 | (7) | GHOSTBUSTERS | MAST |
| 10 | (12) | RUN THE GAUNTLET | OCEA |
| 11 | (9) | EMLYN HUGHES SOCCER | AUDI |
| 12 | (-) | SAS COMBAT | CODE |
| 13 | (5) | OPERATION WOLF | OCEA |
| 14 | (-) | 1942 | ENCO |
| 15 | (-) | ROAD RUNNER | KIXX |
| 16 | (13) | SHANGHAI WARRIORS | CODE |
| 17 | (14) | SPY HUNTER | KIXX |
| 18 | (-) | BOMBJACK | ENCO |
| 19 | (-) | SUBWAY VIGILANTE | PLAY |
| 20 | (-) | POSTMAN PAT | ALTE |

Another high new entry — Populous, in at three.

Robocop — 18 weeks at number one and still going strong.

Microprose Soccer blisters into the number two slot.

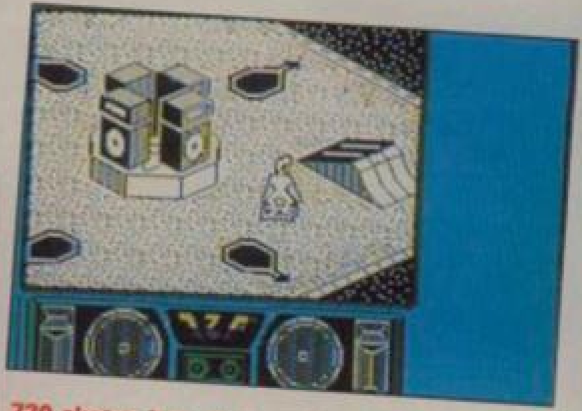
Operation Wolf sinks fast, dropping eight places.

This month Robocop breaks the chart record with 18 consecutive weeks at number one, formerly held by that ancient 1984 Compilation, soft Aid. But how much longer will it last — Microprose Soccer and Populous leap

# ATS TOP 20

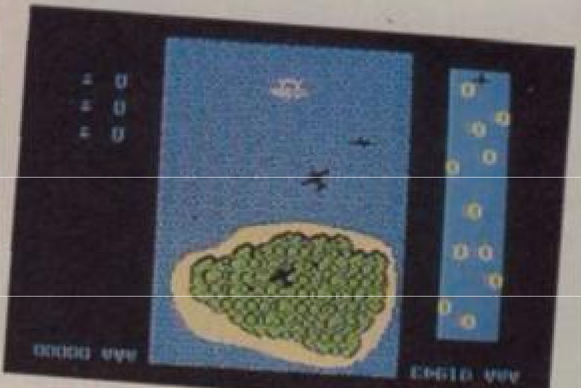
| OMPANY | SPEC | AMS | C64 | ST | AMI |
|---|---|---|---|---|---|
| CEAN | ● | ● | ● | ● | ● |
| ICROPROSE | ● | ● | ● | ● | ● |
| A | — | — | — | ● | ● |
| ODE MASTERS | ● | ● | ● | — | — |
| NCORE | ● | ● | ● | — | — |
| IXX | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | ● | ● |
| ODE MASTERS | ● | ● | ● | — | — |
| ASTERTRONIC | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | ● | ● |
| UDIOGENIC | ● | ● | ● | — | — |
| ODE MASTERS | ● | ● | ● | — | — |
| CEAN | ● | ● | ● | ● | ● |
| NCORE | ● | ● | ● | — | — |
| IXX | ● | ● | ● | — | — |
| ODE MASTERS | ● | ● | ● | — | — |
| IXX | ● | ● | ● | — | — |
| NCORE | ● | ● | ● | — | — |
| LAYERS | ● | ● | ● | — | — |
| LTERNATIVE | ● | ● | ● | — | — |

straight into two and three respectively, and both look good for the top slot. Beneath them, some of the older games begin to sink, leaving it wide open for the myriad of budget games which are all climbing fast.


720 skates into the number six position.

Run the Gauntlet creeps up two positions to ten.

GHOSTBUSTERS
PUSH START BUTTON
Ghostbusters drops two to number nine.


Encore! Encore! 1942 is a re-release re-entry at 14.

# THE C+VG CHARTS

## C64 TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Robocop | Ocean | 81% |
| 2 | (3) | Emlyn Hughes' Soccer | Audiogenic | 94% |
| 3 | (2) | Dragon Ninja | Ocean | 83% |
| 4 | (-) | Turbo Esprit | Encore | 46% |
| 5 | (-) | League Challenge | Atlantis | 78% |
| 6 | (8) | Super Cycle | Kixx | 87% |
| 7 | (5) | World Games | Kixx | 97% |
| 8 | (4) | In Crowd | Ocean | 94% |
| 9 | (13) | Werewolf | Mastertronic | 78% |
| 10 | (-) | ADV Pinball Sim | Code Masters | 55% |
| 11 | (-) | Ace II | Cascade | 79% |
| 12 | (-) | The Double | Alternative | 44% |
| 13 | (6) | Wec Le Mans | Imagine | 41% |
| 14 | (-) | Football Manager II | Addictive | 80% |
| 15 | (-) | Joe Blade II | Players | 81% |
| 16 | (-) | Gun Boat | Alternative | 64% |
| 17 | (10) | Operation Wolf | Ocean | 92% |
| 18 | (-) | Ghostbusters | Mastertronic | 85% |
| 19 | (-) | Shanghai Warriors | Players | 61% |
| 20 | (9) | Afterburner | Activision | 68% |

Plenty of new entries, but Robocop is *still* hogging the top slot, fighting off a strong challenge from the budget coin-op conversion, 720. Postman Pat crashes into the number six slot with his black and white cat. Will they get to number one . . . who knows.

### JULIAN'S TIPS

PHOBIA: Mirrorsoft's ace blaster deserves to chart.
LICENCE TO KILL: The fourth James Bond game looks good . . .
RICK DANGEROUS: A superlative platform romp that'll do the business.
CITADEL: A brilliant C64 game — watch it hit the top.

### OUTSIDE BET

ENCOUNTER: A classic re-release shoot 'em up, chartbound fer sure.

## SPECTRUM TOP 20

| | | | | |
|---|---|---|---|---|
| 1 | (1) | Treasure Island Dizzy | Code Masters | 75% |
| 2 | (-) | Soccer | Microprose | 88% |
| 3 | (2) | Robocop | Ocean | 95% |
| 4 | (-) | Fast Food | Code Masters | 59% |
| 5 | (3) | Cup Football | D&H Games | 81% |
| 6 | (4) | Turbo Esprit | Encore | 89% |
| 7 | (-) | Run the Gauntlet | Ocean | 83% |
| 8 | (-) | 720 | Kixx | 81% |
| 9 | (5) | Emlyn Hughes Soccer | Audiogenic | 93% |
| 10 | (-) | Running Man | Grandslam | 57% |
| 11 | (-) | Bombjack | Encore | 82% |
| 12 | (-) | Leaderboard | Kixx | 81% |
| 13 | (-) | Subway Vigilante | Players | 51% |
| 14 | (-) | Spy Hunter | Kixx | 79% |
| 15 | (-) | Road Runner | Kixx | 78% |
| 16 | (6) | Soccer Star | D&H Games | 84% |
| 17 | (9) | Shanghai Warriors | Players | 79% |
| 18 | (-) | 1942 | Encore | 72% |
| 19 | (18) | SAS Combat | Code Masters | 79% |
| 20 | (8) | Renegade III | Ocean | 84% |

Plenty going on, but Treasure Island Dizzy is still there. Why, I don't know. Microprose Soccer is a strong contender for the number one slot, but there are plenty of Kixx goodies ready to give it a good run for its money. The Encore games are also showing a very strong budget presence — watch out for them.

### JULIAN'S TIPS

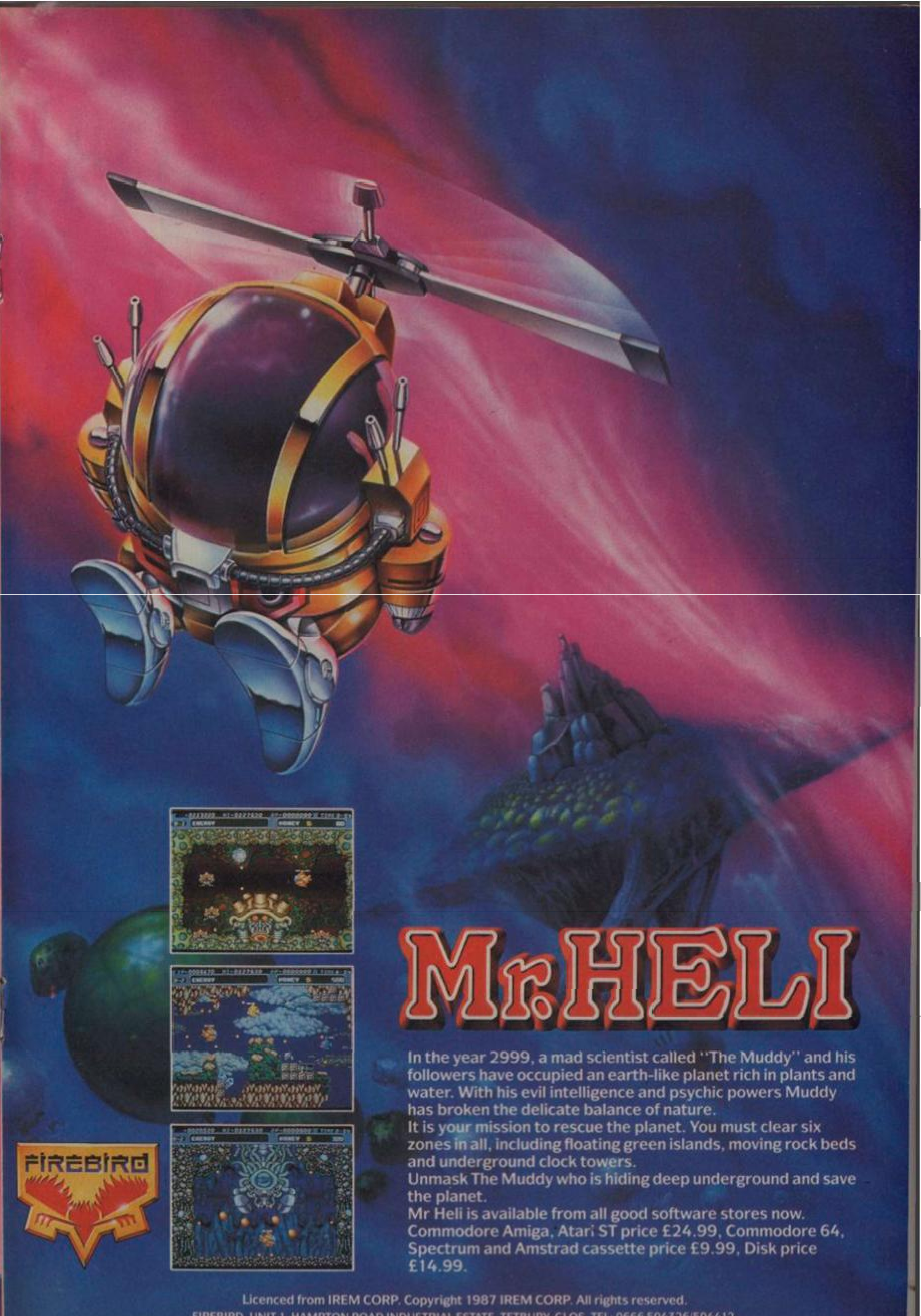
LICENCE TO KILL: Bond is headed for the charts yet again.
XYBOTS: This brilliant conversion is a sure-fire chart stormer.
RICK DANGEROUS: A superb platform game that's destined for stardom.
SILKWORM: Watch this wriggle into the charts.

### OUTSIDE BET

ZYBEX: The best budget blaster around — it'll chart.

### C+VG STAFF CURRENT GAME OBSESSIONS

**GRAHAM TAYLOR: STUNT CAR, SAVAGE, R-TYPE**
**JULIAN RIGNALL: DATASTORM, RVF HONDA, WINNING RUN (ARCADES), GAME BOY**
**PAUL GLANCEY: DUNGEON MASTER, TWIN HELI, SUPER MARIO BROS II**



# Mr. HELI

In the year 2999, a mad scientist called "The Muddy" and his followers have occupied an earth-like planet rich in plants and water. With his evil intelligence and psychic powers Muddy has broken the delicate balance of nature.
It is your mission to rescue the planet. You must clear six zones in all, including floating green islands, moving rock beds and underground clock towers.
Unmask The Muddy who is hiding deep underground and save the planet.
Mr Heli is available from all good software stores now. Commodore Amiga, Atari ST price £24.99, Commodore 64, Spectrum and Amstrad cassette price £9.99, Disk price £14.99.

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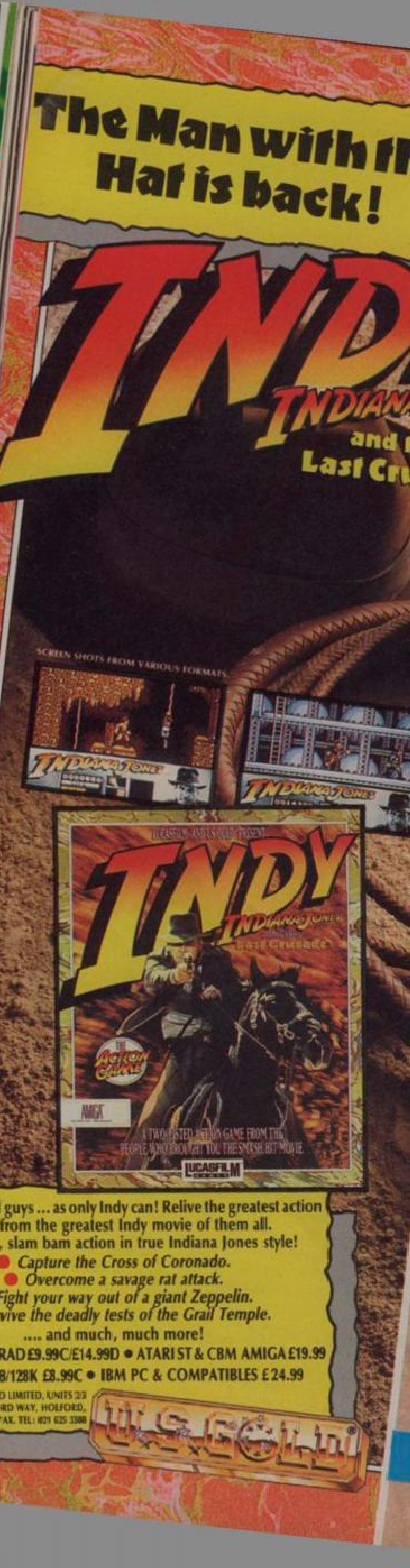
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# COMPO

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# CRACK

INDIANA JONES
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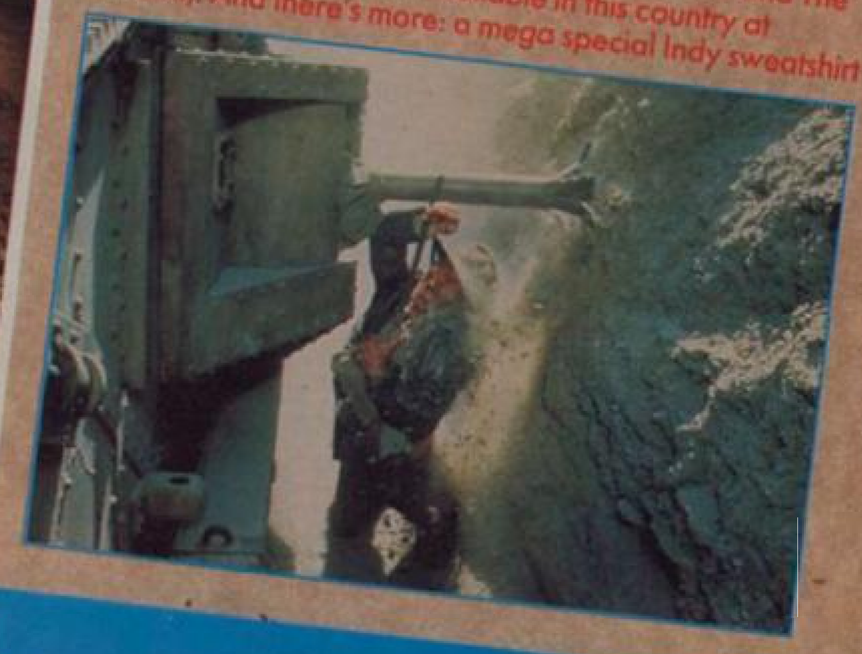
ENERGY

What with the Indiana Jones III film breaking more records than a mad bull in an HMV Megastore, and the two Indy games ready to take the computer world by storm, US Gold have decided to get together with us here at C+VG and organise the ultimate Indy competition.

Up for grabs is a fab 'n' groovy video cassette recorder (that's a VCR to you boffs out there) PLUS all three Indy videos: Raiders of the Lost Ark, Temple of Doom and The Last Crusade (which is unavailable in this country at present). And there's more: a mega special Indy sweatshirt

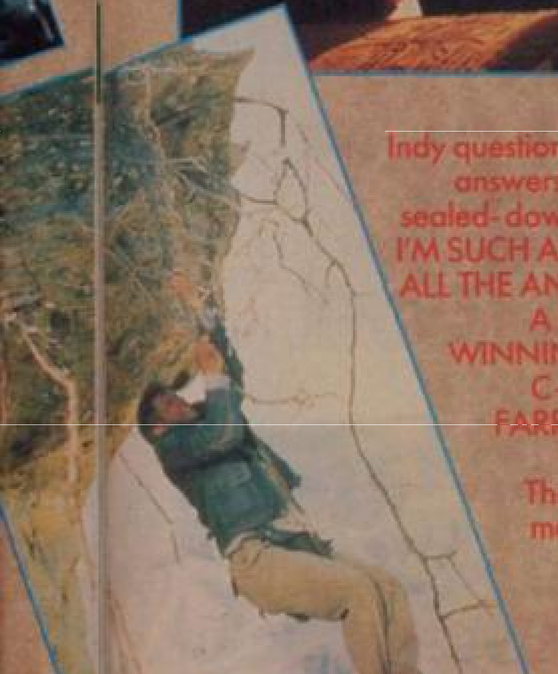


# IP AWAY

so you can wear 'n' watch, an Indy book, a film poster AND an Indy game. Cor!

And if you don't win, you can take heart in the fact that there are 15 runners-up prizes of Indy mega-packages of games, books, sweatshirts and posters. Double cor, with a side salad!

So what have you got to do to win these grand prixes? Well, we just want you to answer the following Indy questions. it's as simple as that. Put the answers on the back of a postcard or sealed-down envelope and send it off to: I'M SUCH AN INDY FAN THAT I'VE GOT ALL THE ANSWERS RIGHT AND STAND A PRETTY GOOD CHANCE OF WINNING THAT FAB VIDEO COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

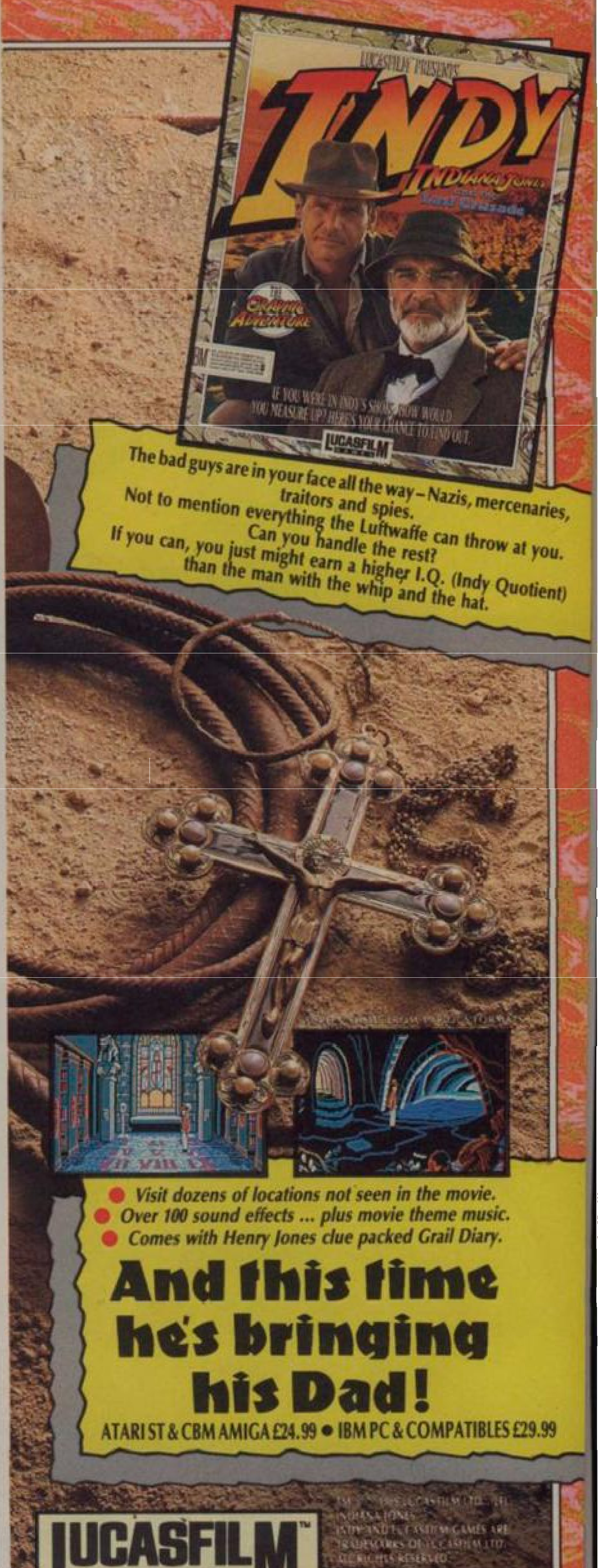


The closing date is August 20, so make sure you post your entry a couple of days before that day.

**THE QUESTIONS**

1. Which actor plays Indiana Jones.
2. What is the name of the character Denholm Elliot plays.
3. Which famous actor plays Indy's dad.
4. Which creature does Indy hate.
5. What was the name of Indy's young partner in The Temple of Doom.

The first correct entry pulled out of an Indy hat will win its sender the prize, and the next 15 get the runners-up packages.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- *Comes with Henry Jones clue packed Grail Diary.*

**And this time he's bringing his Dad!**

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# JAWS

BY SCREEN 7

Do you find slimy subaquatic sea-creatures with huge pointy teeth appealing? If so, Screen 7 have got the game for you.

Jaws is based on the film and book of the same name, itself now a bit long in the tooth (nearly 15 years old), starring a HUGE Great White shark that's making Minced Morsels out of innocent bathers.

The game casts you in the role of Brody, the Chief of Police on the island resort of Amity, and the man responsible for dealing with this naughty fish. This task is made a tad tougher because some fool has gone and broken your best shark-killing gun into four pieces and thrown it in the coastal waters around the island.

The action is divided up into two parts, the first of which involves finding the gun. Once you've selected one of six coastal regions to search, you can launch the vessel and begin pumping death into the watery wildlife, which for some reason doesn't like you.

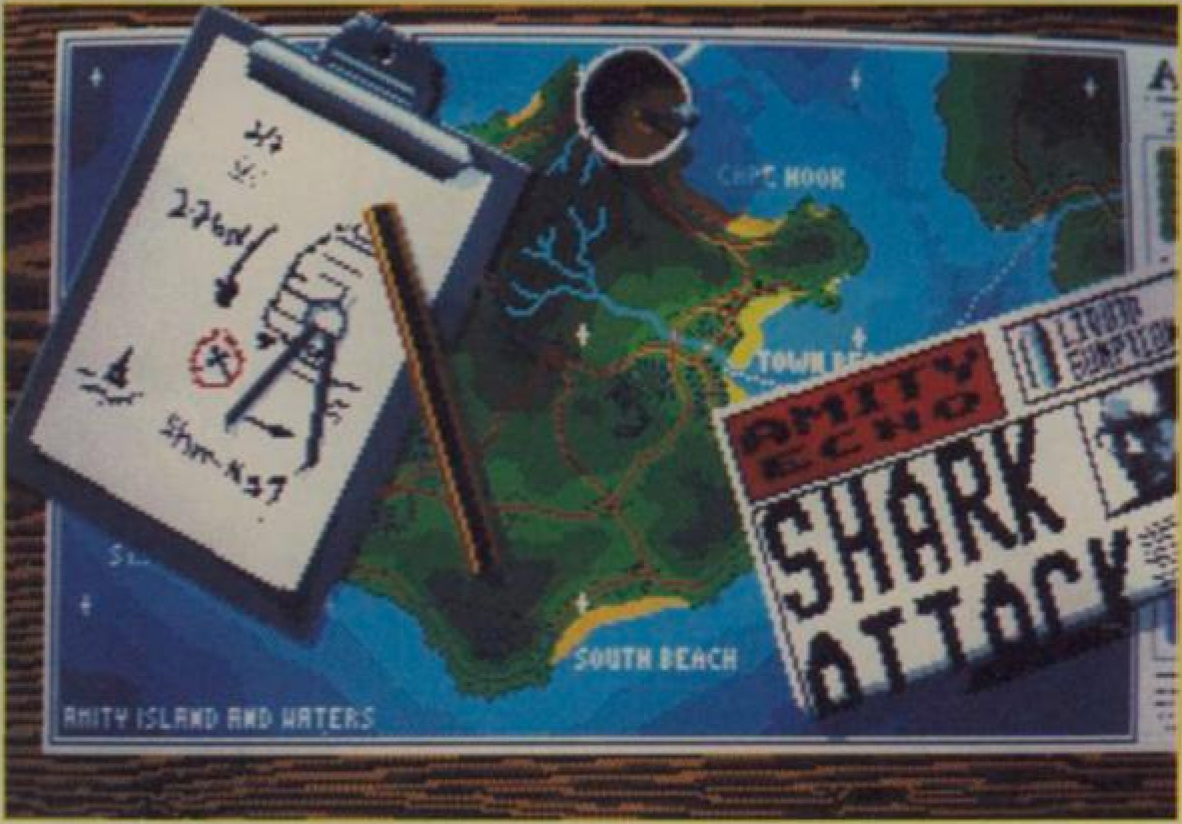
The second part of Jaws involves an undersea showdown with the nasty people-gobbler itself. Once you've assembled your gun, a diver is placed in one of Jaws' territories, and has to find and kill it (three hits) within 80 seconds.

Everything is made worse in the 16-bit versions because Mayor Vaughn, being stupid, wants to keep the beaches open even with a shark around. You can close them down, but this could mean you lose your job; however, leave too many open and there's more chance of a bather becoming shark-meal. If enough swimmers get chomped, the mainland authorities decree it's game over.

Jaws could have been a lot better. The exploration is all a bit dull, the enemies are annoyingly tough to begin with and there's nothing to break up the monotony of shooting and searching apart from the occasional scream and cut-scene of someone being eaten.

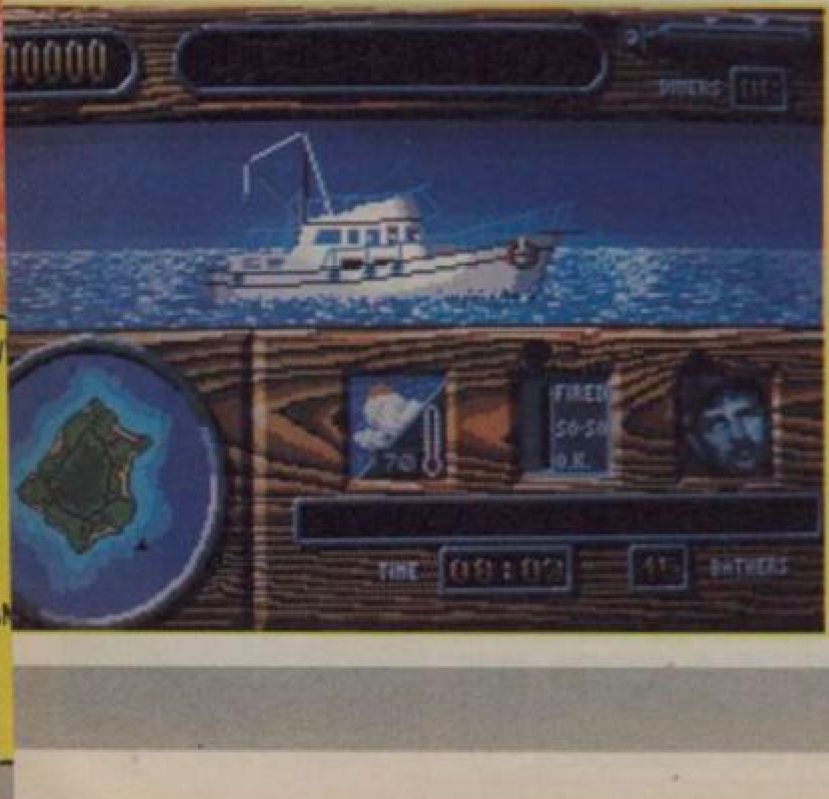
Not the kind of game you'd want to launch a new label on, and definitely not the kind of game you should shell out twenty quid for.

**GORDON HOUGHTON**



▲ *On the hunt for the great white shark.*

▼ *Gone Fishing...*



| ST | £19.99 |
|---|---|
| GRAPHICS | 48% |
| SOUND | 25% |
| VALUE | 40% |
| PLAYABILITY | 44% |

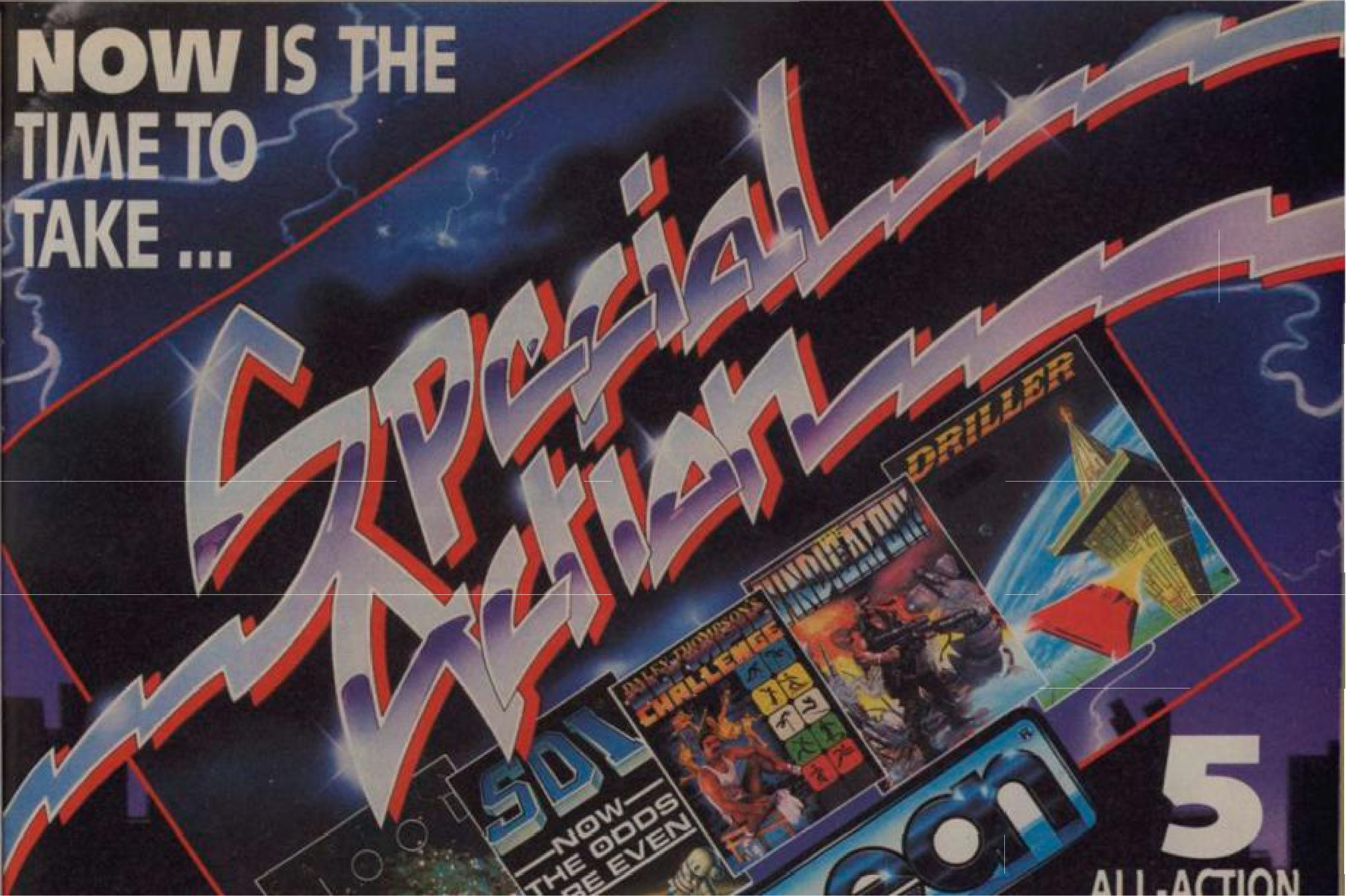
*Lacking in addictiveness, decent graphics and atmospheric sound, ST Jaws is also unoriginal. Mildly enjoyable for a very short while, its limited appeal soon dies.*

| OVERALL | 43% |
|---|---|

## UPDATE

***Screen 7 plan to unleash Jaws across all formats for £9.99 (8-bit), £19.99 (Amiga) and £24.99 (PC). The 8-bit versions won't have the map screen, but apart from that gameplay should be much the same, sadly.***

# NOW IS THE TIME TO TAKE ...



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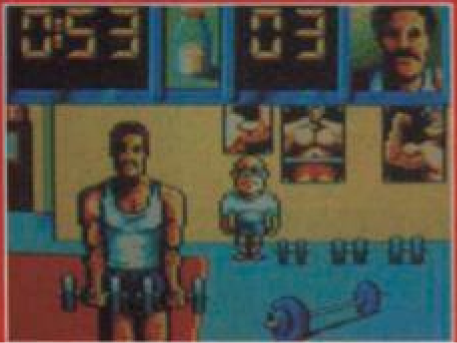

**DALEY THOMPSON'S OLYMPIC CHALLENGE** "Excellently animated with some great back-drops ... Daley Thompson's Olympic Challenge is first rate ... another gold medal winner from Ocean."
A CRASH SMASH – CRASH

**S.D.I.**
"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK

**CAPTAIN BLOOD**
"To sum up – Bloody excellent."
"The graphics and sound are excellent ... an intelligent strategy game."
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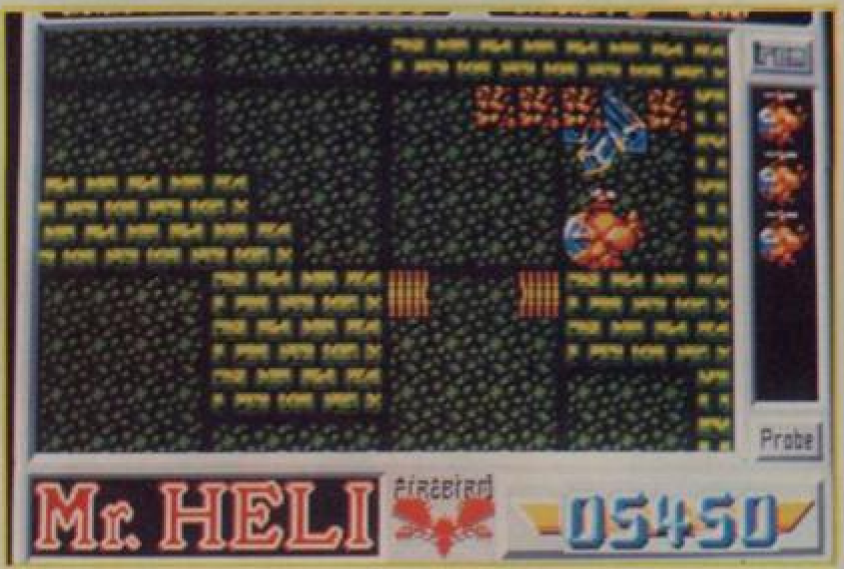
# MR HELI



▲ Another missile and that precious crystal can be yours.

### BY FIREBIRD

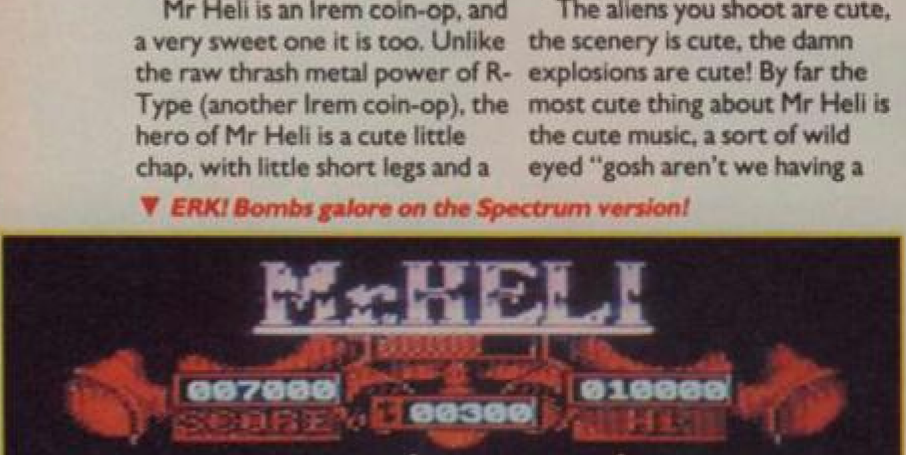
C+VG HIT!

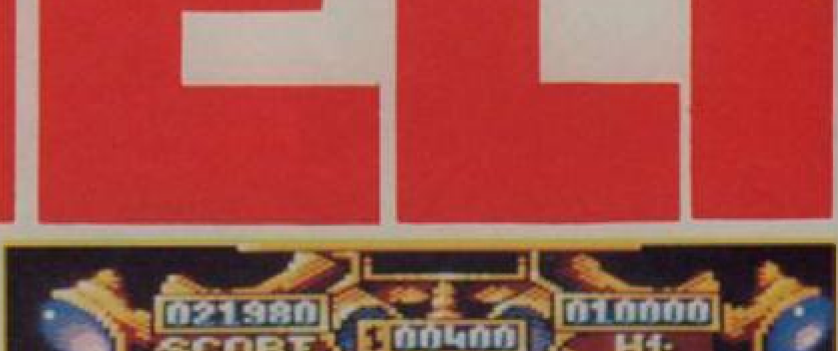
Thwoppa thwoppa thwoppa to you too, you little Heliman. Yes, there's one thing that's sure when an arcade machine hits the streets, and that's the conversion will appear shortly after.

Mr Heli is an Irem coin-op, and a very sweet one it is too. Unlike the raw thrash metal power of R-Type (another Irem coin-op), the hero of Mr Heli is a cute little chap, with little short legs and a small prop on the top of his head. The tone of the game is less R-Type and more New Zealand Story (ie. CUTE).

The aliens you shoot are cute, the scenery is cute, the damn explosions are cute! By far the most cute thing about Mr Heli is the cute music, a sort of wild eyed "gosh aren't we having a

▼ ERK! Bombs galore on the Spectrum version!





▲ Mr Heli meets the level one boss!

**SPECTRUM £9.99**

Monochrome graphics, but all the thrills and excitement of the Amstrad version.

**OVERALL 84%**

**C64 £9.99**

Loads of action, colourful graphics, a thumping good tune and oodles of playability. In short, a great blaster.

**OVERALL 86%**

good time, chaps" Caribbean bop.

Conversion-smiths of this Microprose sure-fire hit are Probe, and this was apparent to me even before the credit came up on the screen. The title page has the same balls on it as Firebird's Savage, also by Probe. I must say I find their overstippled "more colours for less graphics" a bit weird myself, but they look alright and do the job on the Amstrad version anyway.

You control Mr Heli, who hovers or walks along the scenery. In hover mode he fires bullets out of his gun, plus he launches missiles out of the top of his head, which is very handy for wasting aliens which drop down from above, or breaking power-up crystals out of the rocks in the cave roof.

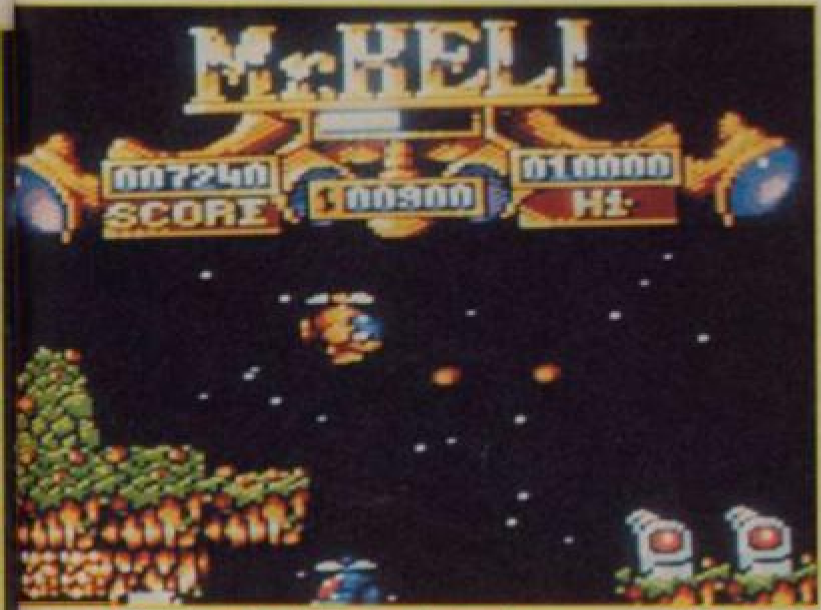
When in walking mode, he still fires bullets, but also lobs apple bombs. Yes, apple bombs (what are these Japanese game designers on?), little explosive Golden Delicious which ignite on contact with the ground or aliens, and make that nicely animated explosion.

After blasting through the levels, Mr Heli meets with a big alien (no surprises there) which he has to zap a LOT until the baddie pegs out. Then it's onto the next level.

I like Mr Heli, although at the beginning I thought it was just the sort of thing I'd hate. But you know, even a hard nut like me has a soft centre. It's a good cheerful game, and a brilliant blast to boot.

All computer conversions have three long levels of the coin-op, and the C64 has the added bonus of an extended third level combining features from other levels of the arcade machine.

**PHIL SOUTH**



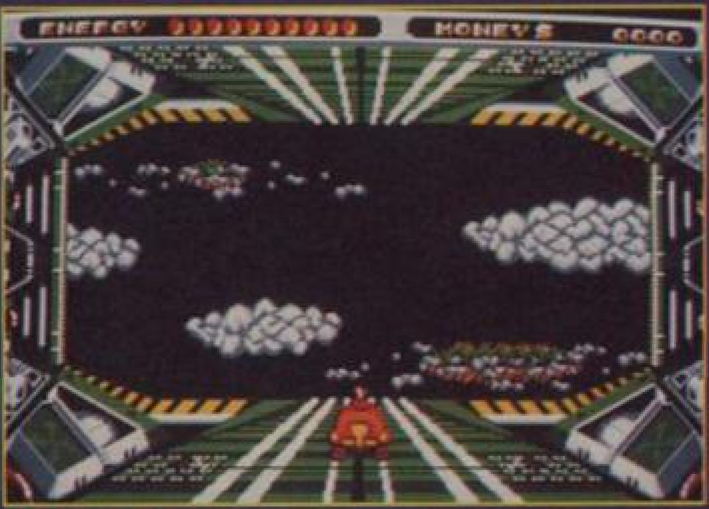
▲ *Watch out for that rogue chopper!*

### UPDATE

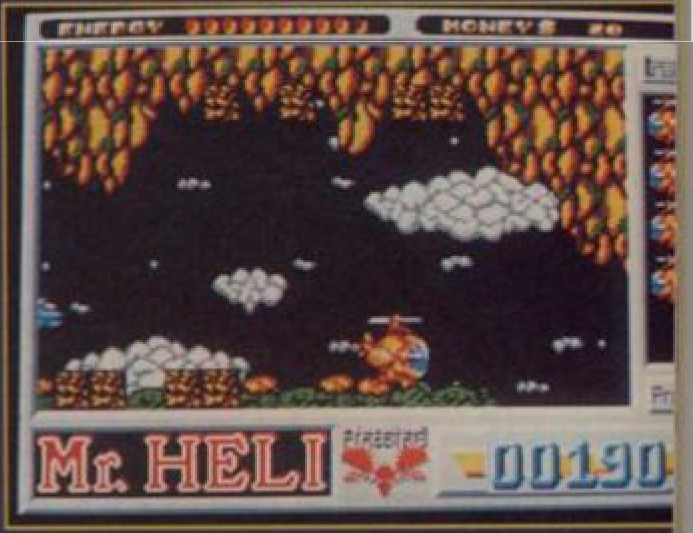
*The Amiga version is available soon, sporting fabbo tune and slightly better graphics than the ST. Look out for it.*

| ST | £19.99 |
|---|---|
| *Virtually the same graphics as the arcade machine, and it's just as playable. Highly recommended to shoot 'em up fans.* | |
| **OVERALL** | **84%** |

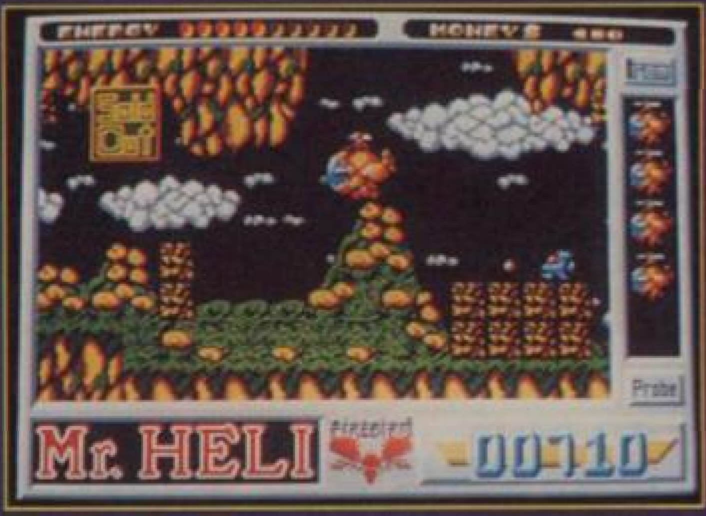
| AMSTRAD | £9.99 |
|---|---|
| GRAPHICS | 83% |
| SOUND | 56% |
| VALUE | 82% |
| PLAYABILITY | 86% |
| *A cute and solid shoot 'em up with lots of trigger-happy action, but not so hard that you bomb out first go. A corking good design, but it's a good job you can turn the sound down — that tune really gets on your nerves.* | |
| **OVERALL** | **86%** |



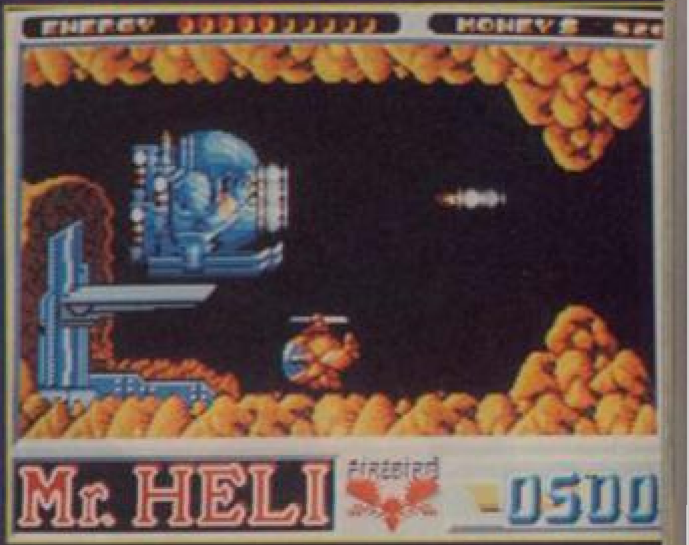
▲ *Up, up and awaaaay!*



▶ *No nasties about? Now's your chance to blast them.*



▲ *Sold out!! Now you'll never get those turbo napalm cluster bombs!*



▶ *Mr Heli meets the level one boss! Yes, again!*

# ALTON

## A BLACK WHOLE LOT OF FUN

### SIX PAIRS OF TICKETS TO ALTON TOWERS FOR GRABS

Empire have decided to celebrate the launch of their brand new 16 bit arcade adventure, Sleeping Gods Lie, with a brilliant competition.

Up for grabs are six pairs of tickets to Alton Towers, so you and a chum can go and sample the delights of the Black Hole, the Corkscrew and all the other goodies that Alton Towers has in store.

So if you're not a girlie nancy who hasn't the guts to have a go on some of the best rides in Britain, enter this comp and see if you can win a mega day out.

What we want you to do is answer the following divine questions. When you've got them right, send them in on a postcard or on the back of a sealed-down envelope to: I WANNA THROW UP IN THE BLACK HOLE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. And make sure your entry arrives before August 25th.

## THE QUESTIONS

1. Who is the chief Greek God.
2. Who is the chief Viking God.
3. Who is the Greek God of the sea.
4. Who is the Viking God of thunder.
5. And what's the name of this God's hammer.

# TOWERS

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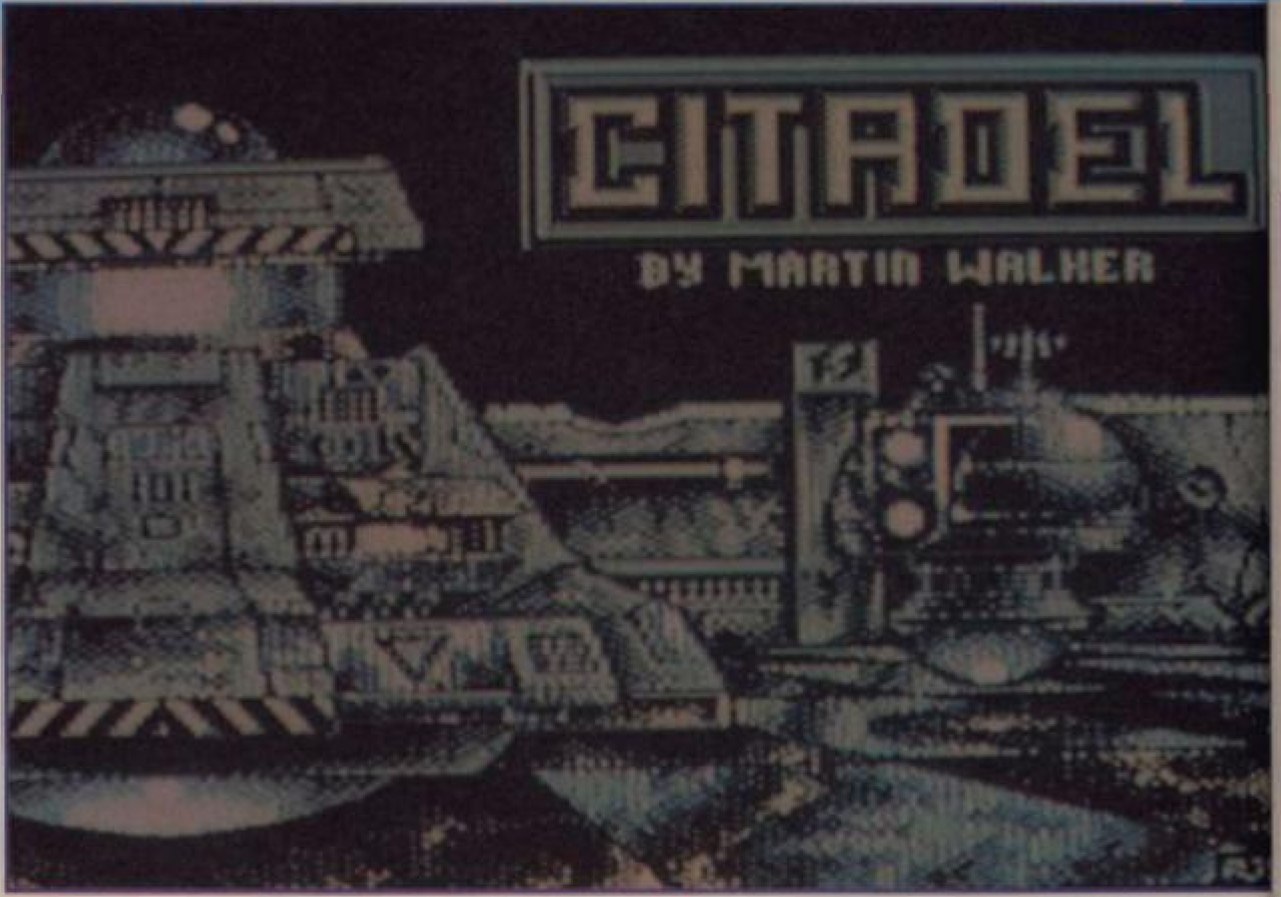
BY ELECTRIC DREAMS

# CITADEL



After a year and a half's absence from our screens, programmer extraordinaire, Martin Walker, is back with *Citadel*, the unofficial sequel to *Hunter's Moon*. It's a shoot 'em up with strategic undertones, in which the player penetrates eight abandoned cities in an attempt to recover ancient and valuable technological artifacts left behind by a long-dead civilisation.

You control a small robo-drone called Monitor which stalks the two labyrinthine floors of each Citadel, searching for the route which will take him to the innermost Citadel where the techno-goodies are kept. Unfortunately for Monitor, the network isn't entirely dead — its robot defence systems are still operational, which means he's going to have to fight tooth-and-laser to succeed.

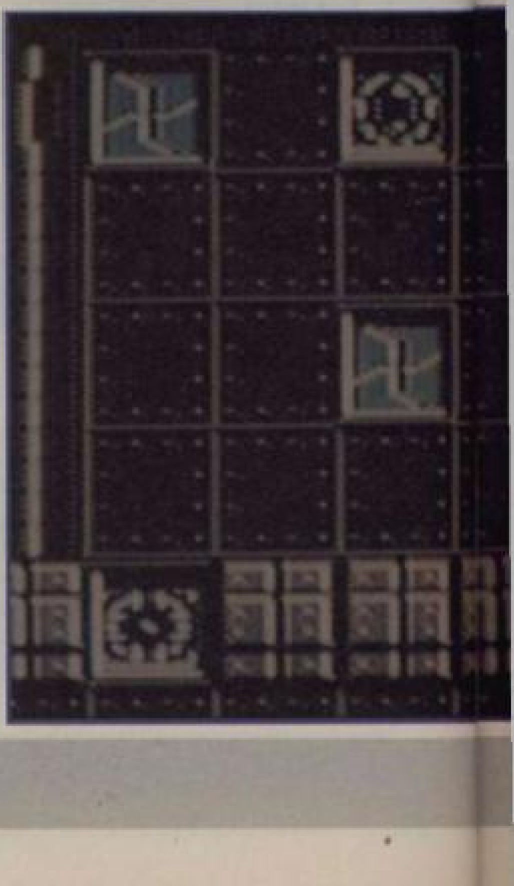
As Monitor crawls the streets, his presence activates trapdoors in the floor which open up to release defence droids and traps. Now, the clever part is this. As well as being able to shoot in eight directions, you can double click the fire button and go into capture mode. Move the capture probe over an enemy robot and release the fire button to take control of it. The robot moves next to Monitor and it can now be moved around him to shield him from enemy fire or to ram opposing droids, but you can shoot through it, which is handy. You can also temporarily "capture" traps, and prevent them from firing at you.

The droids come in eight dangerous flavours, the variety lying in the way they move and the directions they fire. The poxier ones can only shoot in four directions, either diagonally or vertically and horizontally, so it's easy to BLAM them on their unprotected sides. The more sophisticated droids fire in eight directions or shoot homing missiles, so it's best to stay out of their way until you've captured a shielding droid, then you can position it between Monitor and them then make a strafeing run with the fire button held down.

Getting shot and capturing objects uses up precious energy, and of course, if Monitor runs out of juice, he loses a life. Luckily, the trapdoors don't just hide traps and robots. Monitor can top up his energy level by capturing an energy capsule, and upgrade his armament to bi-directional, burst, and three-way fire with a weapons capsule. Certain trapdoors contain switches to deactivate deadly force beams which block the entrance to parts of the maze, and others are elevators which take Monitor between the Citadel's two floors.

This switching between floors is an essential part of the game, because the elevator route is often the only way into otherwise locked parts of the maze. It's definitely worth making a map if you want to make any progress beyond the second level — traps are always in the same place.

At the start, things are fairly easy, but the going soon gets tough, with all hell breaking loose



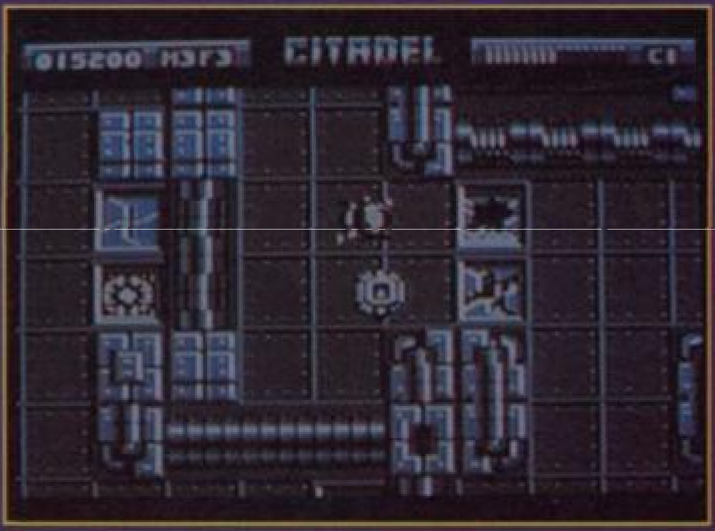
**C+VG HIT!**

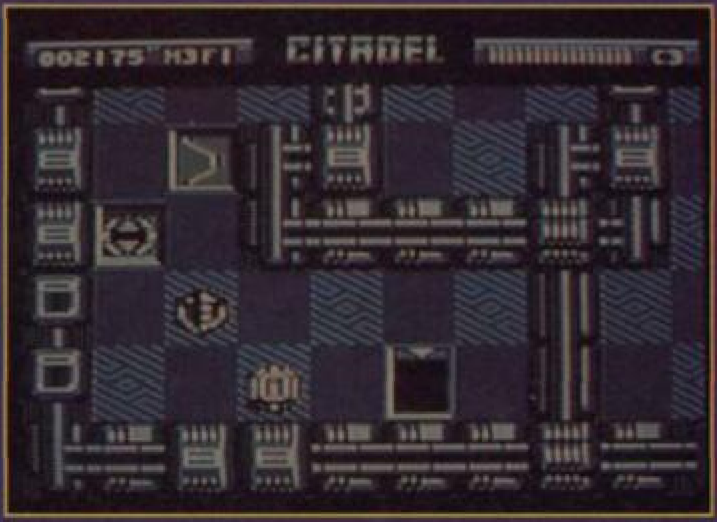
on the last few levels — your reflexes are certainly tested to their limits!

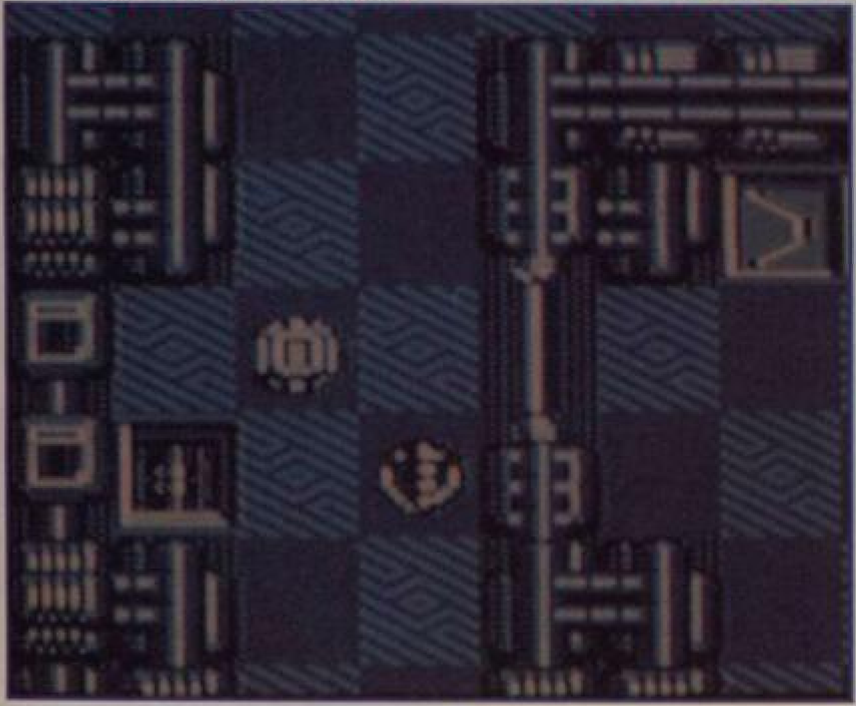
If you manage to complete all levels, you play them again, only traps are random, so you never know what's going to spring out in front of you. Advanced players also have the option to switch the random mode at the start of the game.

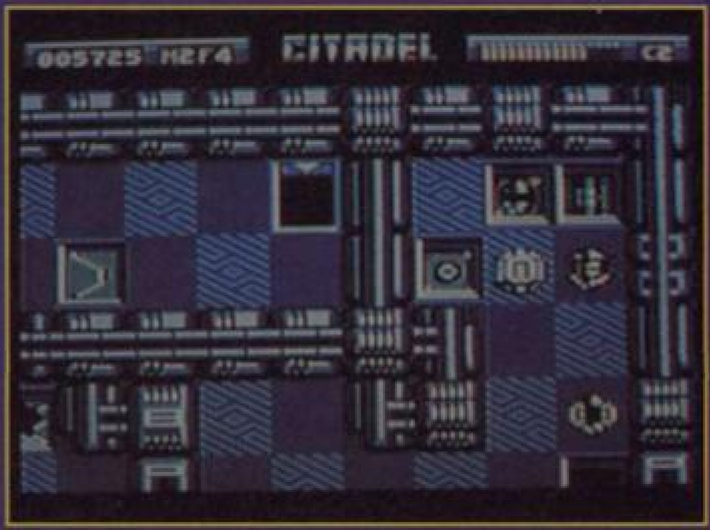
Oh, God — closing paragraph time. Graphics — thoroughly gorgeous. The guy behind *Armalyte*'s scintillating sprites has produced similarly superb, sinister graphics for *Citadel*. Equally sinister is Martin Walker's own music, which features dead powerful bass riffs, and the robo-sound effects are just soooo atmospheric! It's all ripping stuff, and anyone with half a trigger finger should snap this little beauty up before . . . well, before the shops sell out, I suppose.

**PAUL GLANCEY**









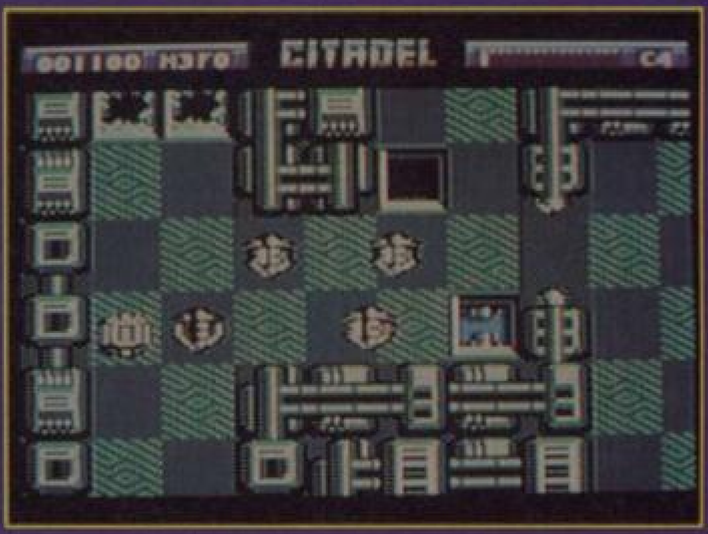
## UPDATE

***No firm plans for other versions as yet, but Electric Dreams haven't ruled out the possibility.***

| C64 | £9.99 |
|---|---|
| GRAPHICS | 85% |
| SOUND | 86% |
| VALUE | 84% |
| PLAYABILITY | 85% |

***Very classy thinking shoot 'em up. Give that programmer a cigar.***

| OVERALL | 87% |
|---|---|



# CHIC
# SHO

**Chicago: home of the deep-dish pizza, big-time extortion and the Summer Consumer Electronics Show, where all the leading technocrats gather each year to sell to the shops what the great American public is going to be buying at Christmas. And that means it'll be in Dixons this time next year! John Cook reports.**

First thing — it's big. Did I say big? What I mean is REALLY BIG! Ever been to the PC Show at Olympia? That's about 20% the size of the CES — mind you, CES doesn't just include computer games. There's just about every sort of electronic thingy you could think of, plus a good few others more off the wall!

But first the computery bits. All the big American software houses had some kind of stand on the Show Floor, apart from the odd one or two who shacked out at glitzy hotel suites — like Cinemaware.

The guys at CW were showing the first bits of It Came From The Desert to an expectant world — and the world went away impressed with both it and their new label, Spotlight Software. One of the first releases on SS is Speedball — it'll be interesting to see how that does on the other side of the pond.

Highlights on the floor itself? Mindscape (showing a new Harley Davidson tie-in plus some Star Trek V graphics) look in good shape. Spectrum Holobyte, having run out of machines to convert Falcon to were showing PC 'Vette — a simulation where you cruise around the streets of San Francisco, all with nice filled vectors. That looks very good.

Broderbund had a game by a small firm called Maxis, cleverly billed Sim City. It's a city building and management simulation — but before you go reaching for the sick bag, it's all done with wonderfully animated graphics and the management includes trying to contain and clean up after an attack from a mutant dinosaur!

LG LSR
Md LSR
Sm LSR
LRM-20
▲Battle Tech - the multiplayer arcade game.

▲The CES show is simply massiv

Dominating the proceedings in the home computer hall, however, were the games consoles, old and new.

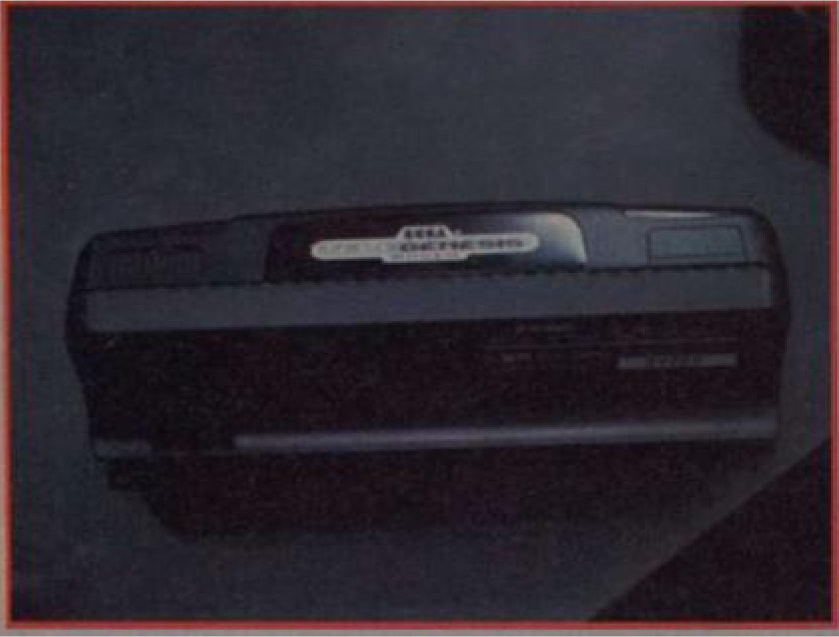
On the hand-held front, there were two launches — the official launch of the Game Boy from Nintendo and completely overshadowing this, the surprise announcement of a colour hand-held machine from Atari.

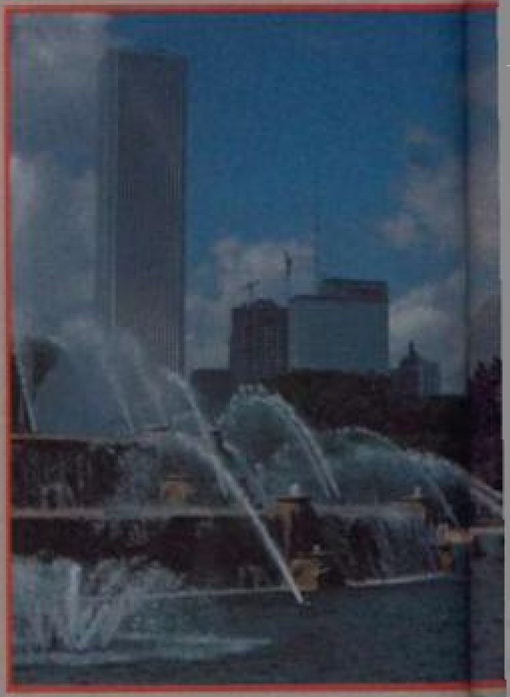
The colour machine (see in-depth look on page 8) has a colour LCD display, while the Game Boy's mono LCD looks decidedly unexciting beside it. At 16MHz the Atari both looks fast and plays fast. Even though it's touching on twice the price, it's a whole generation ahead of the Game Boy.

There were new consoles too — or rather American versions of the newer Japanese consoles, sporting new boxes, new logos and new names.

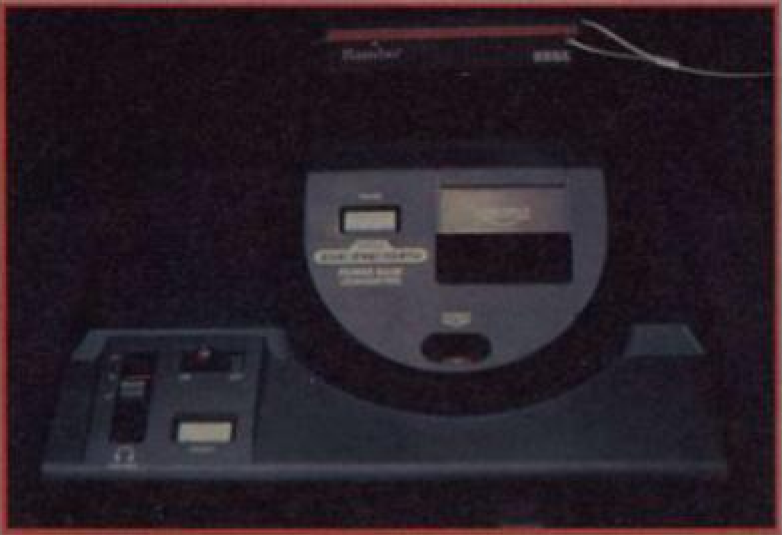
The Sega Megadrive has

▼ TeleGenesis - the Sega modem.





# CAGO WTIME



▲ *The US 16 bit Sega is called The Genesis*

suddenly become the Genesis. This is the baby that is clearly ahead of everyone else in technological wizardry. A 68000-based machine — like the ST and Amiga — it's going on sale in the US for about £199 but it's got the specs to match the price. How about a 512 colour display?

Sega appear to have cracked the software problem as well, with loads of developers lining up to write for such a hi-tech dream... they expect to have 15 titles out by Christmas (more info on page 103).

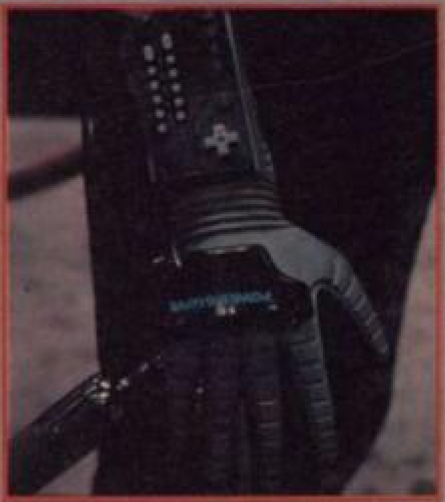
It's also produced an new add-on not seen before, TeleGenesis — a modem that lets you play with someone in another town, or another country!

NEC has put the PC Engine in a bigger box and called it the TurboGrafx-16. Why a bigger box? Because everything is bigger in America, natch. At the same time, there's a CD-ROM add-on for the machine which will be able to play music for games and down-load graphics, etc. Could be impressive, but at $399 it's just as well it doubles as an ordinary CD player!

The Star of the Show had to be the old 8-bit Nintendo, which occupied as much floor space as the rest of the computer people combined! This stand was made up of Nintendo itself and the loads of third-party developers who are producing games and add-ons for the machine.

It's hard to realise how successful the Nintendo has been in America and Japan — and infuriating for developers as the machine is really very primitive and limited compared with most home micros and other consoles. But with a $1.7 Billion share of the total games market of $2.3 Billion in the US, you can't ignore it!

Most interesting developments? Cartridges with battery-backed RAM, so you can save positions in adventures, and some novel user interfaces. We've become used to the floor pad that's used to control some Nintendo games, but how about the Power Glove? You put this over your hand and control the game with the movements of your arm!



▲ *The awesome Power Glove.*

Another unusual control method is the U-Force. This one is weird! You set up this mirror-like apparatus, and find that waving your hands in front of it controls what's going on in the game. Spooky!

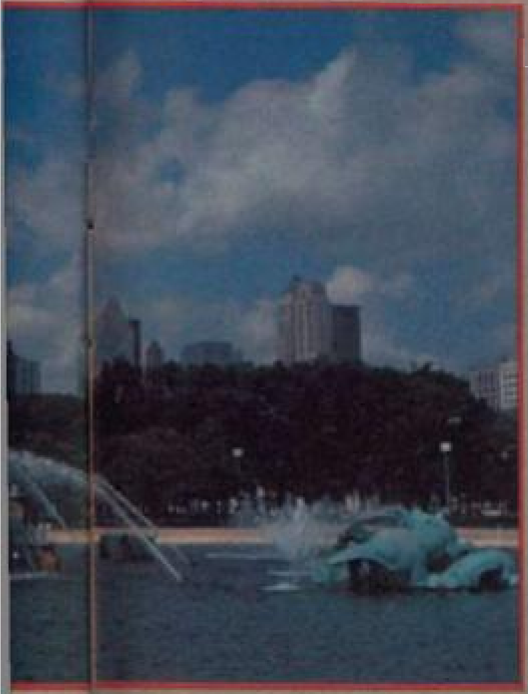
Last, and by no means least, the most interesting development of the show had to be the Battle-Tech system. This is a proposed system whereby 16 sit-in units, each representing the cockpit of a giant robot are linked together in, say, an arcade, and you all get to play the same game — a giant robot battle in a huge arena. It could be the ultimate computer game experience.

Watch for more details next month.

Nintendo
TETRIS

*ssive...*

▼ *Where it all happened - Chicago.*



▼ *An impressive exhibit - the in-car stereo.*

NEVADA
INNER

▲ *Will you launch?*

# CONFLICT IN EUROPE

### BY MIRRORSOFT

The unthinkable has happened. The massed army of the Warsaw pact is gathering along the borders of Eastern Europe, and in West Germany, NATO forces are being mobilised. Missiles are at the ready, and the world watches and waits . . .

What would you do in this situation? Well, here's your chance to find out with Mirrorsoft's thrilling new war game, Conflict Europe, which is basically a follow-up to PSS' highly acclaimed Theatre Europe.

Normally, the mere sight of a war game is enough to send me away screaming, but there's something about Conflict Europe that is incredibly appealing. For a start, it's easy to use, and utilises straightforward strategy and very atmospheric graphics and sound to produce a war game that is both addictive and very compulsive.

At the start of the game you're presented with an options screen that lets you choose sides, and select the type of game — there are plenty of scenarios based on factual data to give horribly realistic situations.

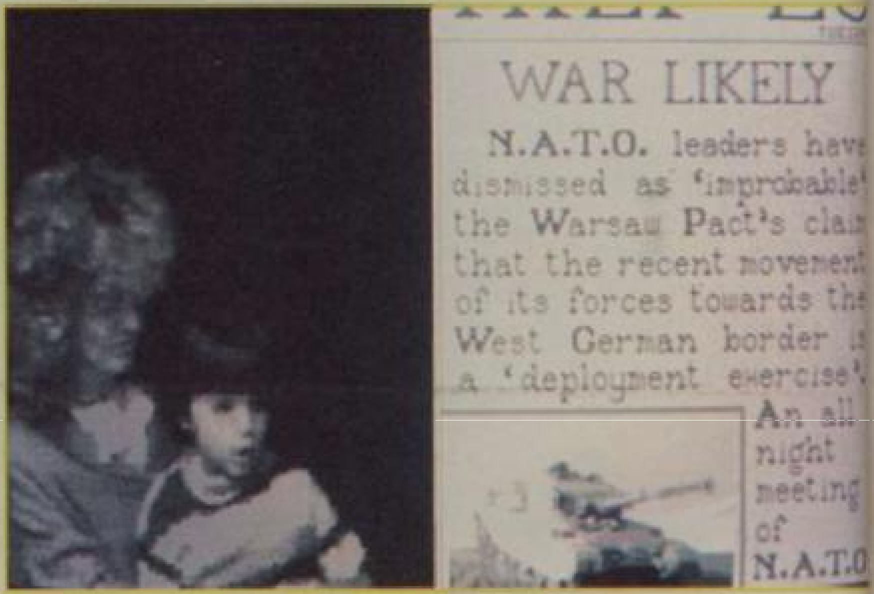
When you've chosen your game, you enter the strategic command centre, where all orders are dictated. The main display screen shows a map of Europe, with all allied and enemy units represented as boxes. Beneath them is a bank of monitors which can be selected to show population density, radiation build-up and incoming messages. You can also choose to launch a nuclear strike (there are thirteen passwords which give different strike options), engage special forces, release chemical or bacterial weapons, dictate air strikes, deploy reinforcements, or view diplomatic options (which let you negotiate terms with the enemy).

The beauty of Conflict Europe is its simplicity. Everything is brilliantly presented, and the whole thing is very user friendly, so even a novice war gamer like me can pick up and play straight away. And the programmers have compromised on the gameplay to make the game simple. The computer opponent is unnervingly intelligent, and the sheer amount of options and the many clever subtleties are guaranteed to keep you glued to your seat for months.

Fans of true war games with hexagons, complicated and convoluted strategies and three-inch thick manuals might scoff at this, but to an ardent arcade player like me, Conflict Europe is brilliant. The strategy is fun, rather than brain-numbing, and the immediate action makes for fast results, swift progress and great gameplay.

Order a launch strike on your local software retailer and take it out.

**JULIAN RIGNALL**

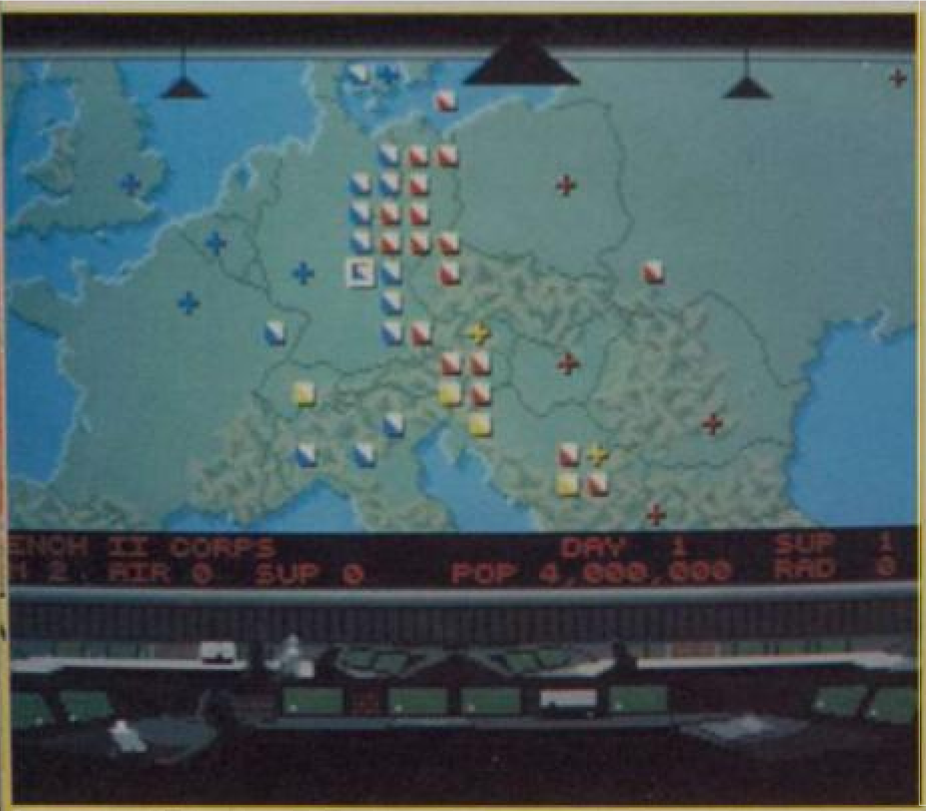


WAR LIKELY

N.A.T.O. leaders have dismissed as 'improbable' the Warsaw Pact's claim that the recent movement of its forces towards the West German border is a 'deployment exercise'.

An all night meeting of N.A.T.O.

▲ *World War III breaks out.*



```
ENCH II CORPS                 DAY 1        SUP 1
H 2. AIR 0  SUP 0       POP 4,000,000      RAD 0
```

▲ *Frighteningly realistic.*

**UPDATE**

***An ST version is available soon, and will boast similar gameplay, graphics and noises. No 8 bit versions are planned.***

| **AMIGA** | **£24.99** |
|---|---|
| **GRAPHICS** | **80%** |
| **SOUND** | **81%** |
| **VALUE** | **78%** |
| **PLAYABILITY** | **83%** |

***An exciting, atmospheric and easy-to-operate war game that will appeal to all computer users. Try it out if you fancy something a little different.***

| **OVERALL** | **83%** |
|---|---|

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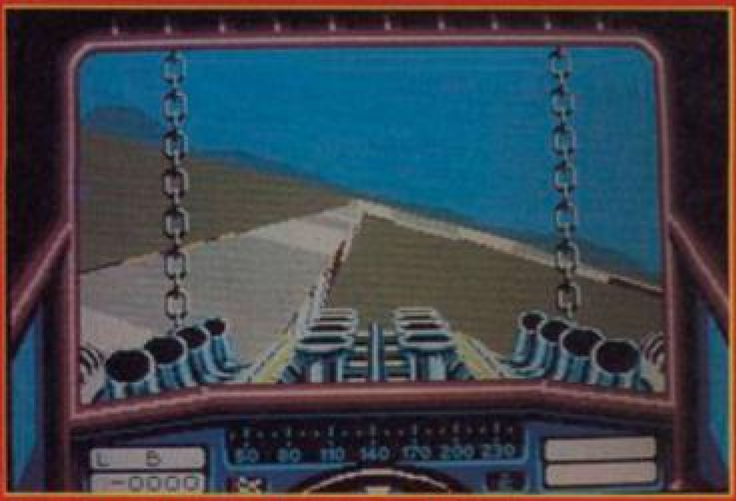
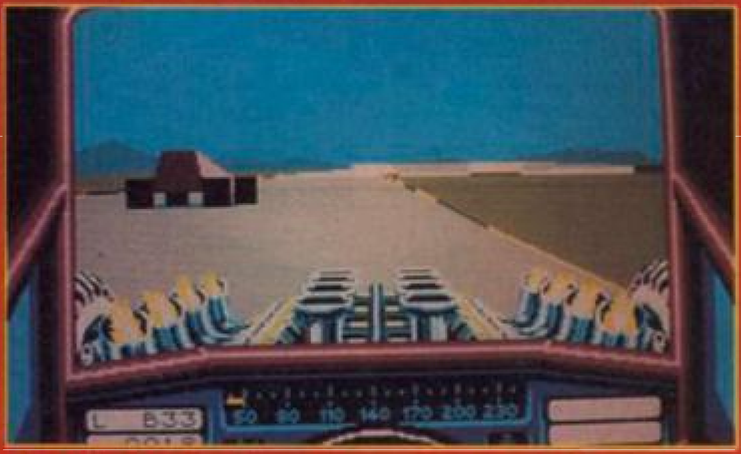
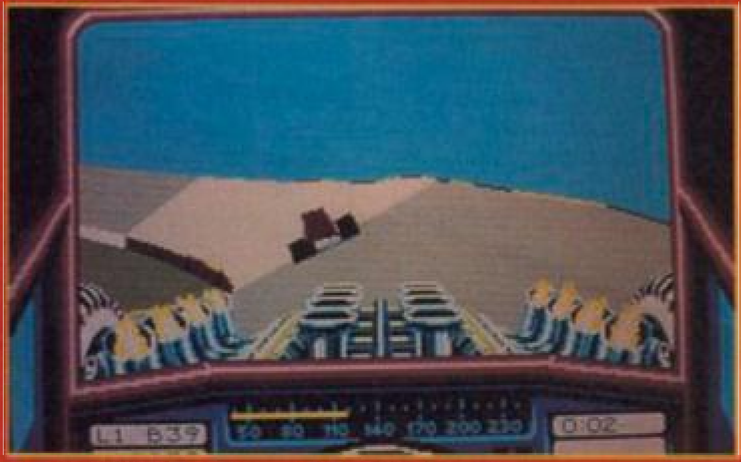


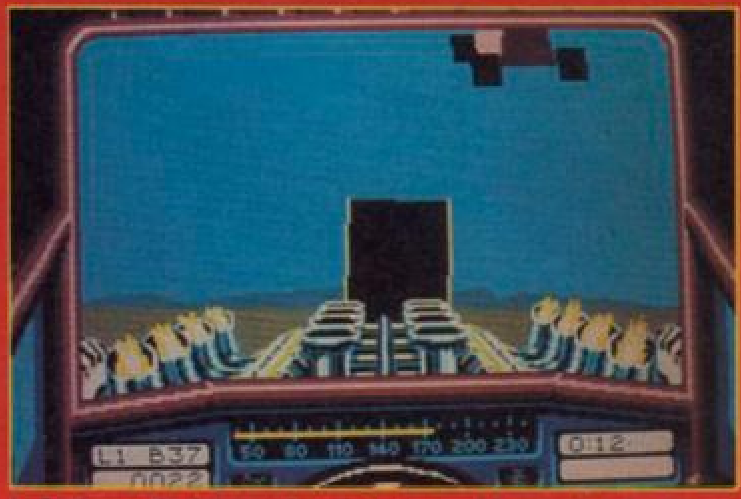
▲ *At the start you're winched onto the track.*



▲ *And they're off — the computer takes an early lead.*



▲ *Around the first corner the action hots up.*



▲ *And over the jump — but the opponent burns ahead.*

# ST

## BY MICROPROSE

C+VG HIT!

There aren't many good driving games on 16 bit at the moment — in fact, the only decent one that springs to mind is Super Hang-On. But that's all about to change with the release of Stunt Car, a driving game that's quite simply the best I've seen outside an arcade.

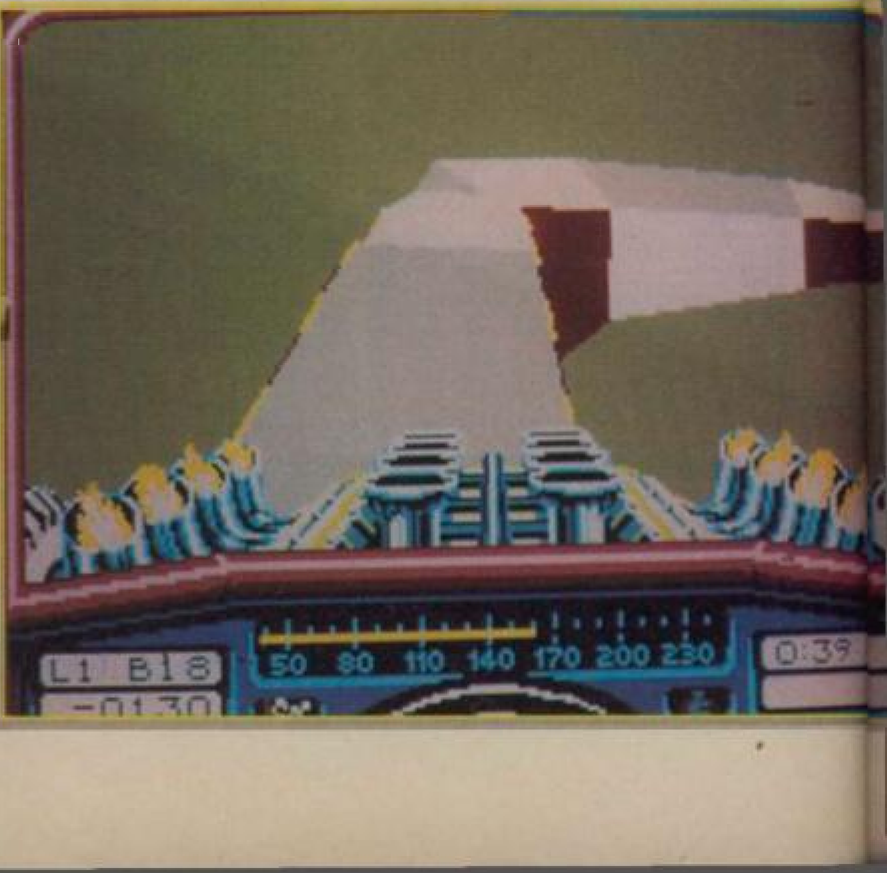
If you're a bit skeptical, let me tell you who the author is — Geoff Crammond, programmer of The Sentinel and Revs, that other marvellous racing simulation. Still skeptical? Well, I'd better tell you all about it then . . .

Stunt Car puts you in the driving seat of the eponymous vehicle, and the objective is simply to drive around a series of first-person 3D raised tracks and beat the computer opponents to get promotion from division four, where you start, to division one.

Each division has three drivers, you and two computer racers, and two tracks, and to win promotion you have to beat the other drivers on both tracks. Each race is a one-on-one affair, and you play four races to a season. The computer works out the results of the race between the two computer drivers — fortunately you don't have to watch them. Two points are awarded for a win, and a point is also awarded for completing the fastest lap.

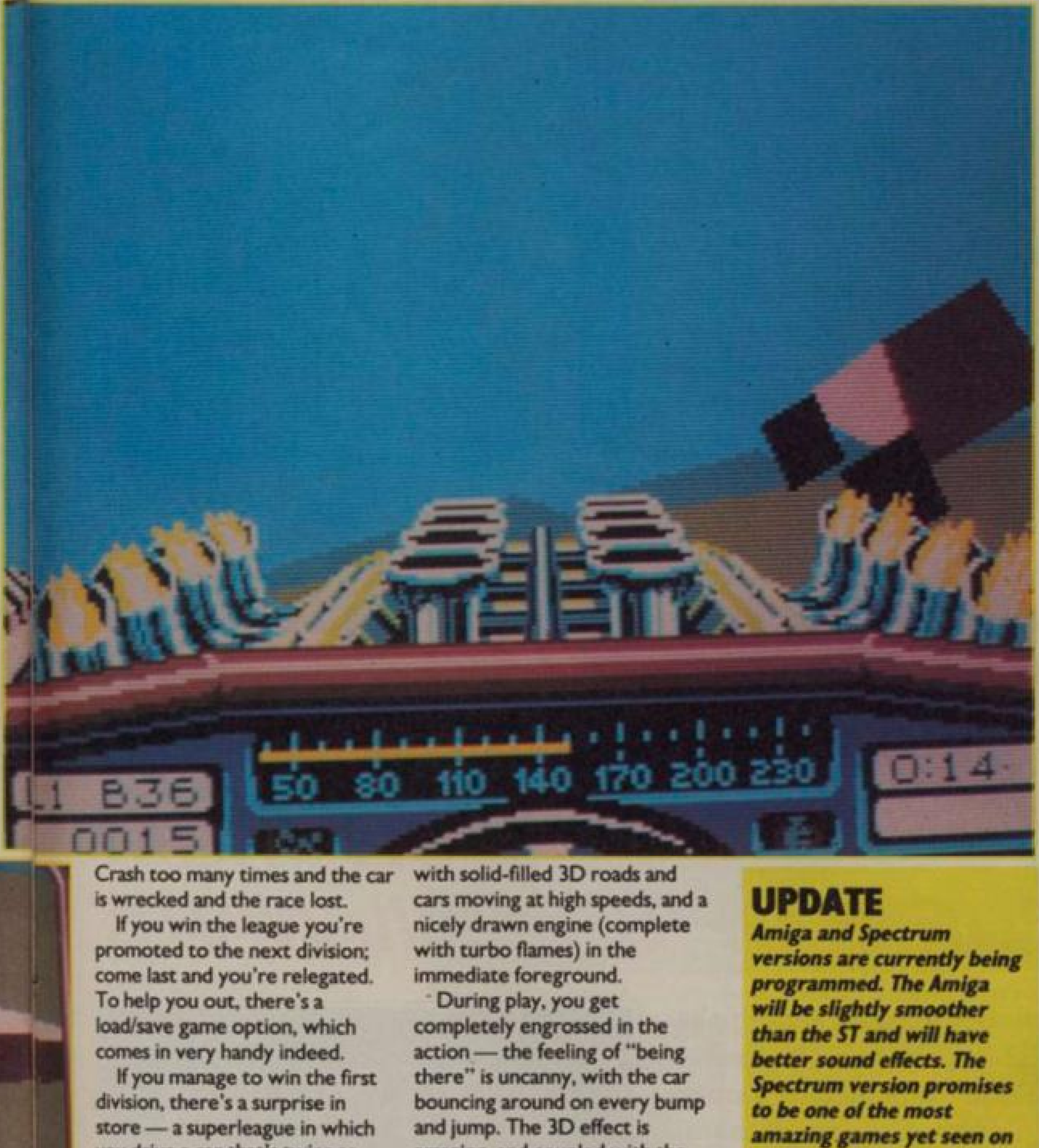
If the car crashes off the track, time is lost while it's winched back onto the road, and it also sustains damage, indicated by cracks appearing in the framework around the screen.

▼ *Burn those turbos.*

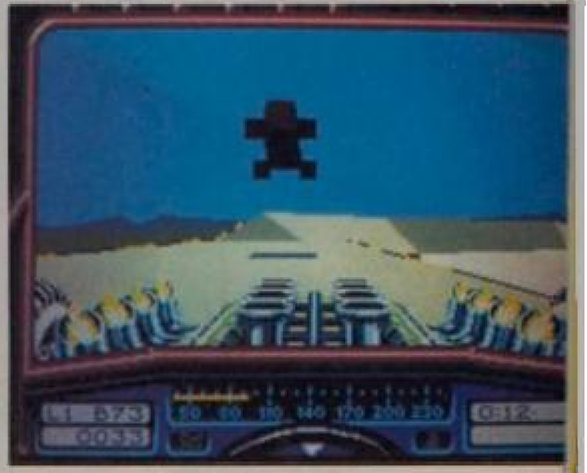


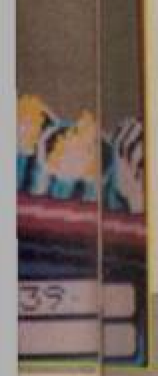
# UNT CAR

▼ ou'll believe a car can fly.



▼ A cunning stunt!





Crash too many times and the car is wrecked and the race lost.

If you win the league you're promoted to the next division; come last and you're relegated. To help you out, there's a load/save game option, which comes in very handy indeed.

If you manage to win the first division, there's a surprise in store — a superleague in which you drive a car that's twice as powerful as the normal one!

Every aspect of Stunt Car is superlative. The options are great, and allow up to ten players to participate at once in a giant league, and there's also a datalink option for head-to-head battles.

The graphics are marvellous, with solid-filled 3D roads and cars moving at high speeds, and a nicely drawn engine (complete with turbo flames) in the immediate foreground.

During play, you get completely engrossed in the action — the feeling of "being there" is uncanny, with the car bouncing around on every bump and jump. The 3D effect is amazing, and coupled with the brilliant joystick feedback, the whole thing is unbelievably realistic.

The tracks are superbly designed, starting with a fairly straightforward, but bumpy oval, and progressing to such delights as the ski jump, complete with massive (and I mean MASSIVE) jump, and rollercoaster track, which has enough hills to turn the stomach of the hardest drivers.

The gameplay is very tough and challenging, but is highly addictive too — getting promoted to division one takes loads of practice, but it's well worth it. And even when you do that, the superleague is a whole new ball game, with new tactics required to tackle each track successfully.

Quite simply, Stunt Car is the best racing game yet seen on a home computer. Check it out.

**JULIAN RIGNALL**

## UPDATE

***Amiga and Spectrum versions are currently being programmed. The Amiga will be slightly smoother than the ST and will have better sound effects. The Spectrum version promises to be one of the most amazing games yet seen on that machine — it's virtually identical to the ST! Yes indeed!! The only difference is that it'll be monochrome rather than colour — but who gives a fig when the gameplay's this good?***

| **ST** | **£19.99** |
|---|---|
| **GRAPHICS** | **81%** |
| **SOUND** | **64%** |
| **VALUE** | **88%** |
| **PLAYABILITY** | **94%** |

*Stunt Car is utterly brilliant, and offers adrenalin-pumping, gut wrenching high speed action that'll keep you engrossed for months.*

| **OVERALL** | **93%** |
|---|---|

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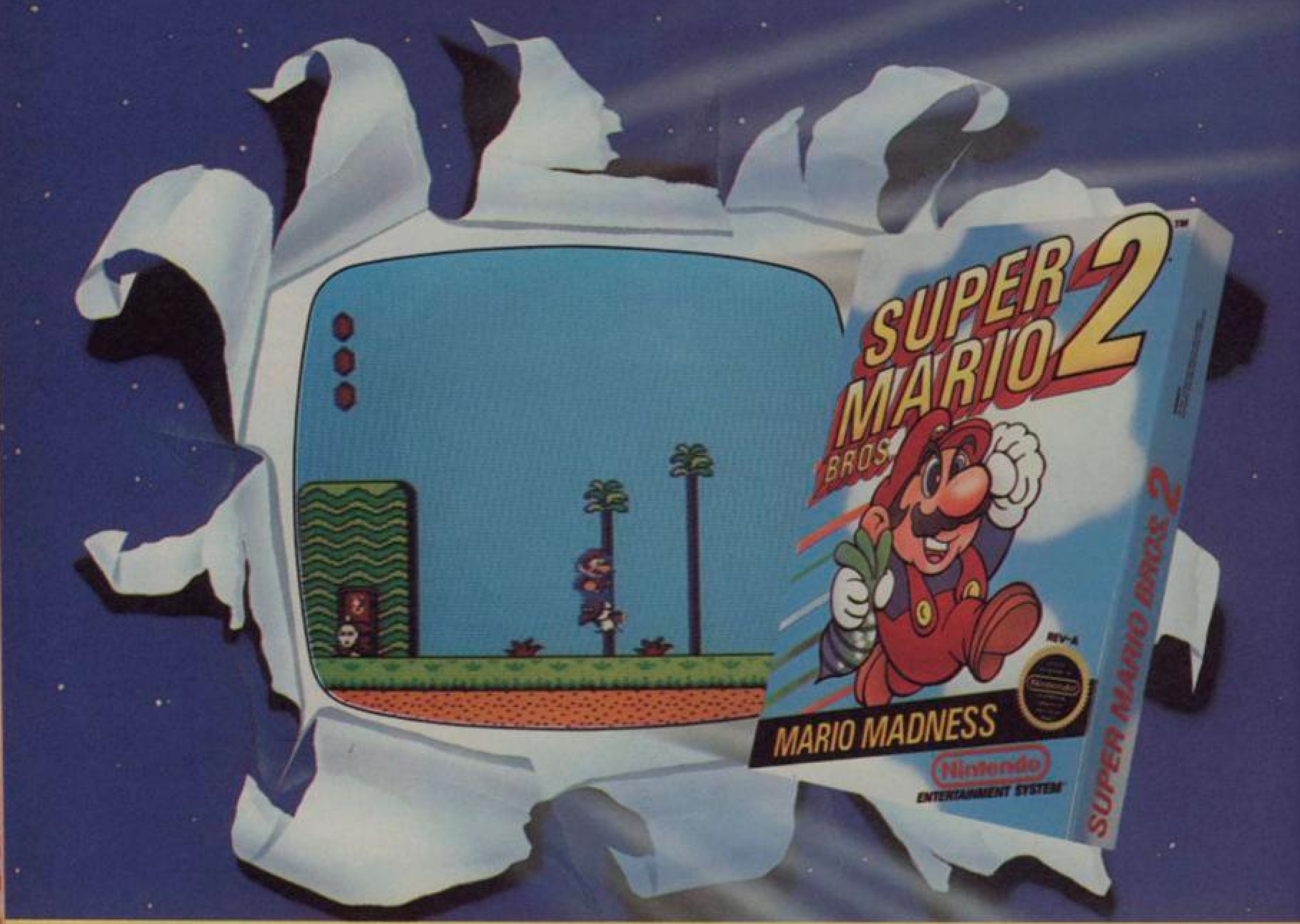
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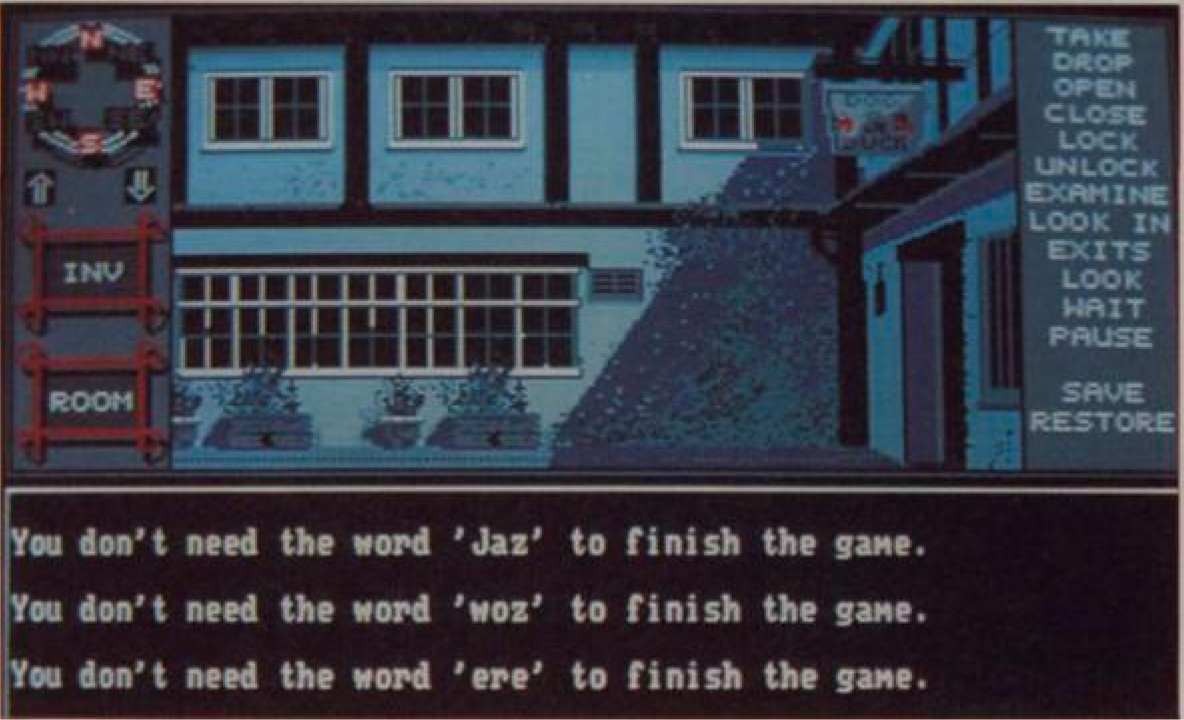


```
You don't need the word 'Jaz' to finish the game.
You don't need the word 'woz' to finish the game.
You don't need the word 'ere' to finish the game.
```

▲ *Should this be an 18-certificate game?*

# PERSONAL NIGHTMARE

## BY HORRORSOFT

Upon receiving a letter of distress from your mother, you decide to visit her at Tynham Cross, the village where you were born. But when you arrive, she has mysteriously left to visit her sister, and your father, the vicar, has booked you in at the Dog and Duck. The vicarage, he says, is undergoing extensive redecoration work.

It soon becomes apparent that many of the villagers have taken to black magic, and strange rituals are being held.

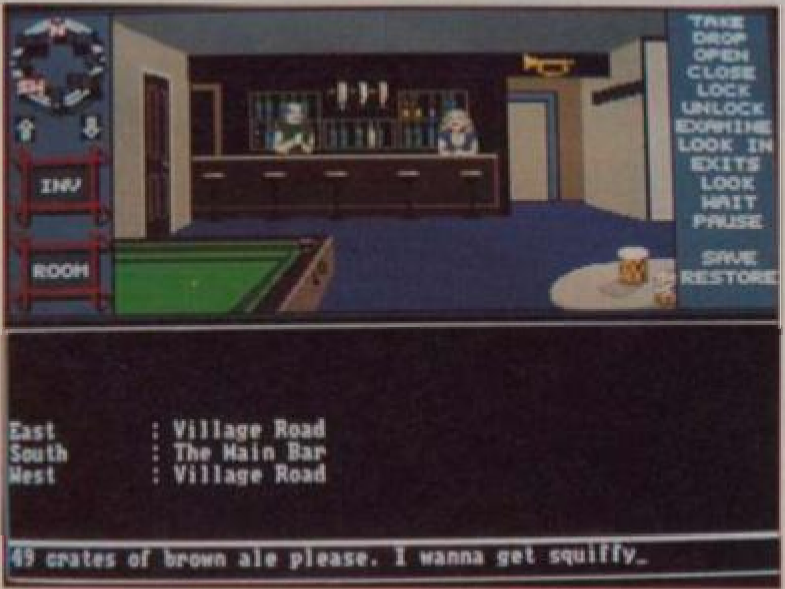
The objective is to save potential victims from being the main attraction at a ritual, and to identify those responsible for the crimes that are taking place.

The game is played in real time, and people move about and do things whether you're there to watch or not. You have to observe events, and next time around, make sure you're there to take advantage. Whilst all commands and messages are in text, the story is really told with animated graphics.

Each location is shown as a picture, and characters move in and out and around. Their movements are consistent from location to location. The text output is rather abrupt and lacks atmosphere, but provides a brief commentary on the action, and replies to player commands.

Most commands can be issued by selection of word and direction icons using the mouse, but alternatively the entire game can be played from the keyboard. The atmosphere comes from the graphics, and, to a certain extent, the sound effects.

Since the story is played in real time, there is no way of re-working rapidly through it to get to a key point you missed. The WAIT command itself introduces a pause, and passes time, thus making it possible to accidentally bypass the very event you were waiting for. A time icon, which could be nudged by mouse, would have been more satisfactory.

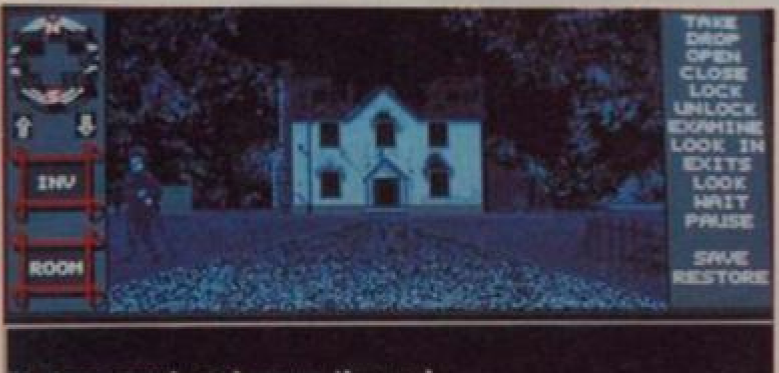


```
East    : Village Road
South   : The Main Bar
West    : Village Road

49 crates of brown ale please. I wanna get squiffy_
```

▲ *A must for adventurers.*

▼ *Eeek! It's scarey!*



```
You turn around, and cross the road.
The gate is closed.
Ok.

get brick and bung it at the wally on the left_
```

A whole series of pictures is read in from disk when the player moves to a new area, speeding some responses, but making them annoyingly lengthy when the disk is operating. The game is big, and comes on five disks for ST, and three for Amiga.

Played in a darkened room at the dead of night, *Personal Nightmare* can certainly send a chill or two down the spine. There are some quite horrific happenings, and the game is certainly not recommended (even by the authors) for children.

**KEITH CAMPBELL**

| AMIGA | £24.99 |
|---|---|

*Like the ST version, Personal Nightmare is a great adventure and shouldn't be missed by those who like typing in things, rather than wibbling their joysticks.*

**OVERALL 84%**

| ST | £19.99 |
|---|---|
| GRAPHICS | 87% |
| SOUND | N/A |
| VALUE | 86% |
| PLAYABILITY | 85% |

*An excellent adventure that provides plenty of shocks and surprises. Highly recommended to adventure freaks.*

**OVERALL 84%**

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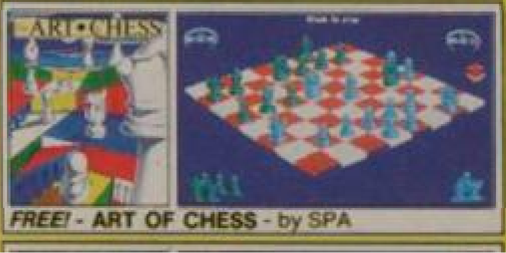
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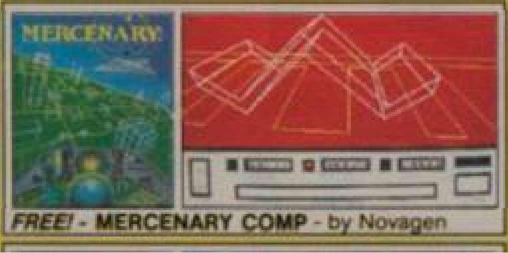
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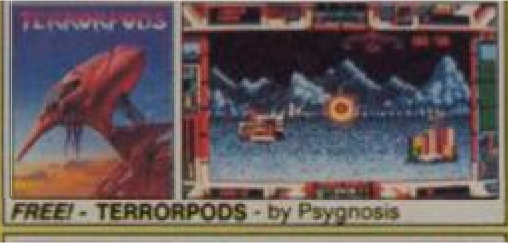
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# BUDGET

## ENCOUNTER

### Atlantis

Paul "Mercenary" Woakes' original 3D classic puts you at the controls of a tank patrolling a plain dotted with black columns. Saucer-shaped enemy craft also inhabit the landscape for the sole purpose of giving you something to test your cannon on. Shoot enough saucers and you have to speed down a hyperspace tunnel dodging between spheres before you arrive at the next plain.

Anyone who's played arcade Battlezone will be familiar with the gameplay, but Encounter uses solid graphics of remarkable speed, and as you progress the game gets really tough, with homing missiles to dodge and saucers which explode into dozens of deadly spheres if you're slow on the trigger.

**ATARI XL £2.99**

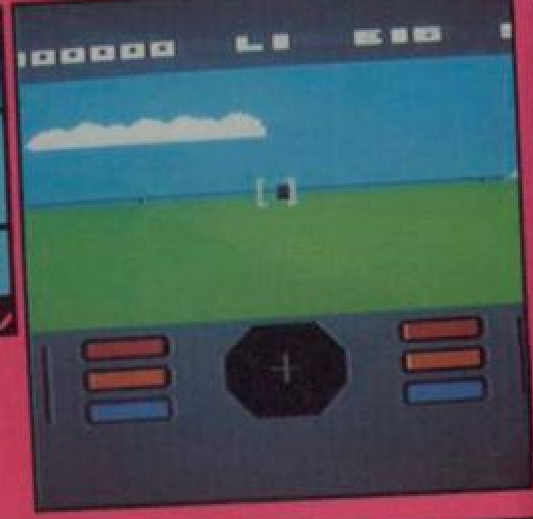
*More colourful and faster than the C64 version. If you don't get this into your games collection, like, NOW, dial 999 and ask for the 24 hour brain surgeon.*

**OVERALL 92%**

**C64 £2.99**

*A superbly addictive shoot 'em up. The best three quid you'll spend this month.*

**OVERALL 89%**

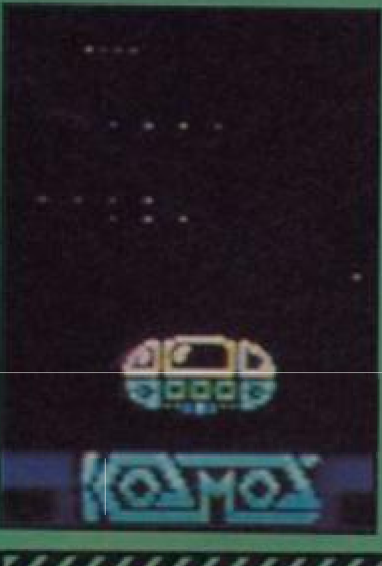


## KOSMOS

### Atlantis

As you probably know the Skwibble has been hunted to the bounds of extinction by the inhabitants of Kosmos. In fact there are only four left, and it's up to you to go to Kosmos, find 'em, rescue 'em and keep 'em alive for the trip back to Earth. Believe it or not, this means a trip through stacks of screens, picking up fruit for the Skwibbles and bits to repair your spaceship, which was damaged on landing (sorry, didn't I mention that?).

Kosmos is another one of those arcade adventures which seem to proliferate on Spectrum budget labels — loads of screens, tidy graphics, reasonably compulsive. Make a map, shoot the odd alien, and Bob's your Skwibble's auntie. If you liked Starquake, the Magic Knight games, etc, etc, you'll probably like this one.



**SPECTRUM £1.99**

*A competent arcade adventure which should appeal to competent arcade adventure fans.*

**OVERALL 76%**

## NINJA COMMANDO

### Zeppelin

Not another Ninja game?! This one's from the programmers of that jolly blast, Zybex, and puts Mr Ninja on the horizontally-scrolling road to destiny, which, much to his chagrin, is populated by a multitude of angry anti-ninjas. Lucky for him, then, that he can do away with them just by jumping on their heads, or even (if he stomps his quota of nasties) take them out with shurikens, bombs, Ninja-flames and a handy machine gun.

Ninja Commando on the '64 is probably the best of the bunch, having nicely animated, if weeny, sprites, and a modicum of good Ninja-bashing gameplay. One thing that irritated me with all the versions, though, was the above average difficulty level, which on its own wouldn't be so bad, but it's a bit much for your fellah to lose all his weapons when he dies as well.

**C64 £2.99**

*A nearly nifty Ninja game — addictive but just a smidge too difficult.*

**OVERALL 72%**

**SPECTRUM £2.99**

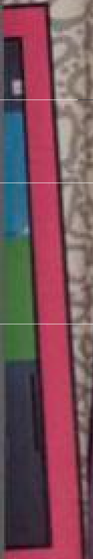
*The same gameplay, but bigger graphics than the C64 version, and a tiny bit easier to play.*

**OVERALL 70%**

**AMSTRAD £2.99**

*Again, gameplay is basically the same, except it's noticeably slower in this version.*

**OVERALL 65%**



# ARCADE FLIGHT SIMULATOR

## Code Masters

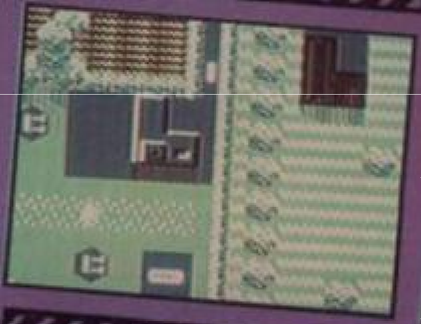
It's chocks away and tally-ho for another super soaraway mission over enemy territory in three wizard wartime scrolly viewed-from-above settings. Torch biplanes in WWI, Zeros over Pearl Harbor and jet fighters in the scenic Middle East. After doing the enemy over good and proper, it's back to base with you, to pick up a bomb so you can blow up enemy bases.

To be honest, this isn't the apex of aero-annihilation. The graphics and sound are OK, but flying around a titchy landscape, shooting umpteen planes is just not very engrossing. For three quid you can't expect the earth, but stuff like this can't compete with the current spate of classy re-releases.

**C64 £2.99**

*A pretty average shoot 'em up, mildly entertaining for a couple of hours.*

**OVERALL 49%**



**SPECTRUM £2.99**

*Same as the 64 version, except it scrolls vertically rather than horizontally. Still not tons of fun, though.*

**OVERALL 48%**

# BOMB JACK II

## Encore

A re-release from 1986, which gives superhero Jack 40 screens full of platforms to jump around on, and a set of bombs to defuse, preferably in order. Stalking the platforms are nasty reptiles who've got it in for Jack, but he can either push them into oblivion or stick them with his Swiss Army knife.

Graphically, Bomb Jack II is smart — there's a jolly tune backing the action, and the arcade action with that dash of strategy seems to work quite well. Good stuff.

**AMSTRAD £2.99**

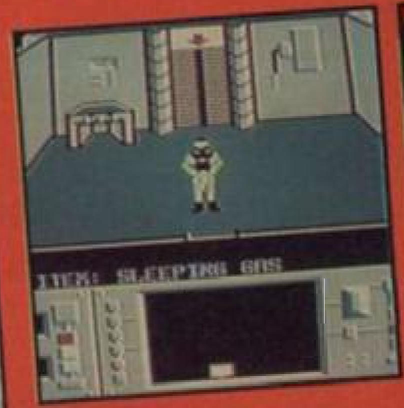
*An enjoyable and engrossing platform game, well worth the tiny sum.*

**OVERALL 77%**

**C64 £2.99**

*Nicer graphics and jollier tunes give this the edge over the other versions. Gameplay is the same.*

**OVERALL 80%**



**SPECTRUM £2.99**

*Naturally weaker than the other two on graphics and sound, but fun gameplay keeps the Spectrum version afloat.*

**OVERALL 71%**

# INFILTRATOR

## Kixx

The Mad Leader is up to his old tricks again, and being the only hero with nothing to do this afternoon, it's up to you to "infiltrate" (geddit?) three bases and sort him out.

Each mission starts with a pseudo-flight-sim bit in which you have to fly your helicopter to the Leader's bases, shooting down his planes or bluffing your way past them with dummy ID codes. This bit's tougher than the Ed on deadline day, and not a whole box of fun either, so after a while it becomes a tedious preamble to the second section. This is a matter of dodging guards and finding gas grenades, pass cards and disguises in the labyrinth of buildings. It's more absorbing than the first bit, but it's annoying to trek through the complex for hours then have to start again when you run into a guard before you have a chance to escape.

**C64 £2.99**

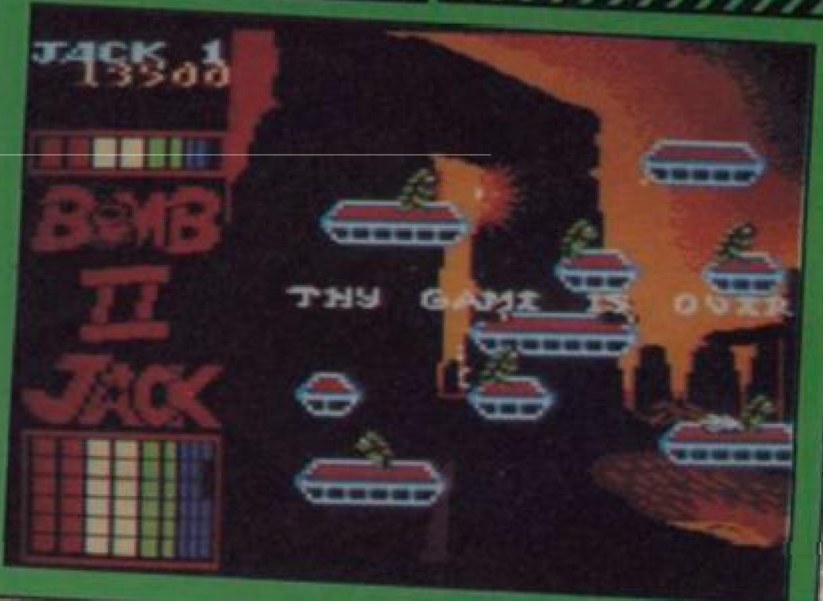
*It may have wowed them in '86, but Infiltrator is looking dated in '89. Good for a few plays, though.*

**OVERALL 70%**

**SPECTRUM £2.99**

*Same gameplay as the C64, but without the nice sound effects or such pleasant graphics.*

**OVERALL 65%**



# Computachoice - Mail Order

## Computachoice Top Twenty

**The following offer represents what we think will be this month's top 20 titles.
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| | This month's Top 20 | | Amiga | Atari ST | Spectrum | Commodore | Amstrad |
|---|---|---|---|---|---|---|---|
| 1 | Microprose Soccer | (Microprose) | 17.47 | 17.47 | 10.47 | 10.47 | 10.47 |
| 2 | Operation Wolf | (Ocean) | 17.47 | 13.97 | 6.27 | 6.97 | 6.97 |
| 3 | Robocop | (Ocean) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
| 4 | Afterburner | (Activision) | 17.47 | 17.47 | 6.97 | 6.97 | 6.97 |
| 5 | Populous | (Electronic Arts) | 17.47 | 17.47 | N.A | N.A | N.A |
| 6 | Real Ghostbusters | (Activision) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
| 7 | War in Middle Earth | (Tolkien) | 13.97 | 13.97 | 6.97 | 6.97 | 6.97 |
| 8 | Double Dragon | (Melbourne House) | 13.97 | 13.97 | 6.97 | 6.97 | 6.97 |
| 9 | Dragon Ninja | (Ocean) | 17.47 | 17.47 | 6.97 | 6.97 | 6.97 |
| 10 | Running Man | (Grandslam) | 17.47 | 17.47 | 6.27 | 6.97 | 6.97 |
| 11 | WEC Le Mans | (Imagine) | 17.47 | 13.97 | 6.97 | 6.97 | 6.97 |
| 12 | Falcon | (Mirrorsoft) | 19.97 | 17.47 | N.A | N.A | N.A |
| 13 | Barbarian 2 | (Palace) | N.A | 13.97 | 6.97 | 6.97 | N.A |
| 14 | R-Type | (Electric Dreams) | 17.47 | 13.99 | 6.97 | 6.97 | 6.97 |
| 15 | Renegade 3 | (Ocean) | 17.47 | 13.99 | 6.21 | 6.97 | 6.97 |
| 16 | Pacmania | (Grand Slam) | 13.97 | 13.97 | 6.21 | 6.21 | 6.21 |
| 17 | Lombard RAC Rally | (Mandarin) | 17.47 | 17.47 | N.A | N.A | N.A |
| 18 | Strip Poker 2 | (Anco) | 10.47 | 10.47 | 5.57 | 5.57 | 5.57 |
| 19 | Vindicators | (Tengen) | 17.47 | 13.97 | 5.57 | 6.27 | 6.27 |
| 20 | Crazy Cars 2 | (Titus) | 17.47 | 17.47 | 6.97 | 6.97 | 6.97 |

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| Konix Navigator Joystick (Autofire) | £ | 9.27 |
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| Publishers Choice D.T.P. (Amiga) | £ | 79.36 |
| Kind Words 2 (Amiga) | £ | 39.47 |
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# ATARI ST

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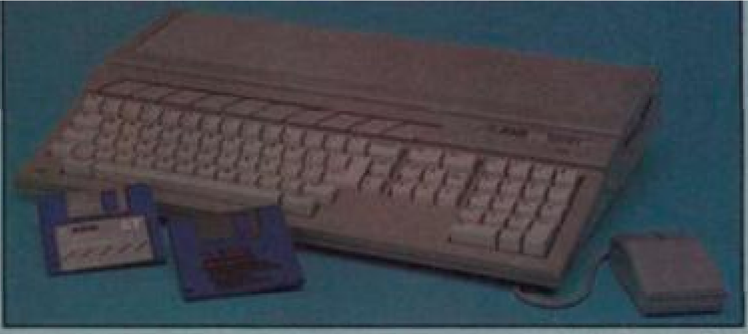

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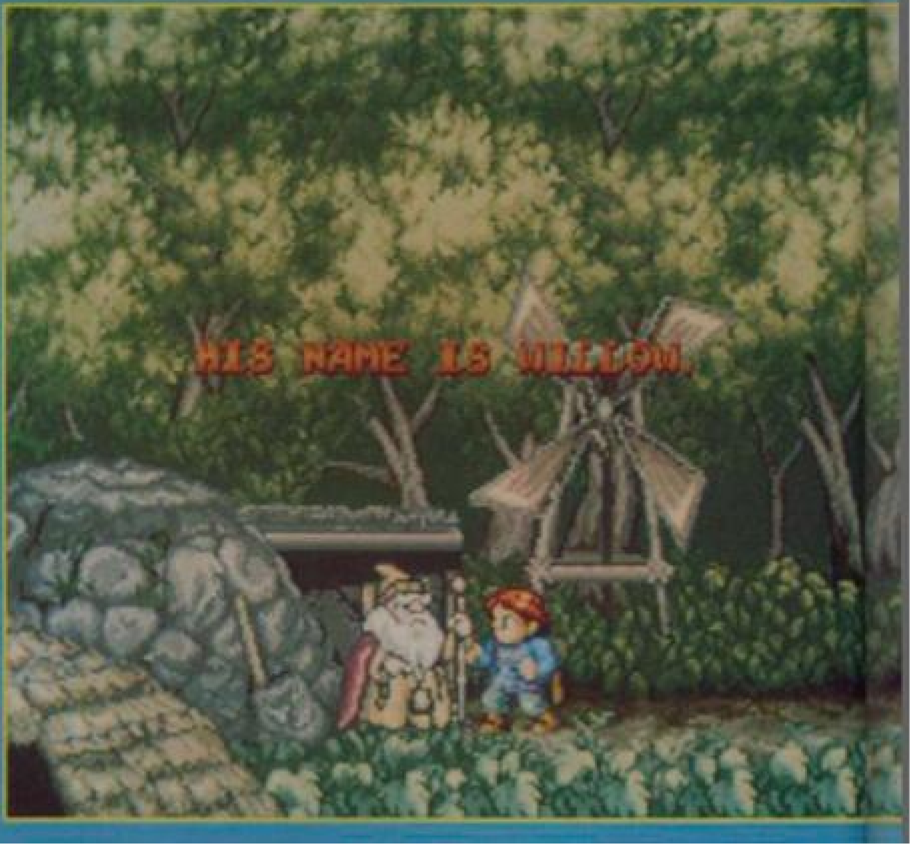


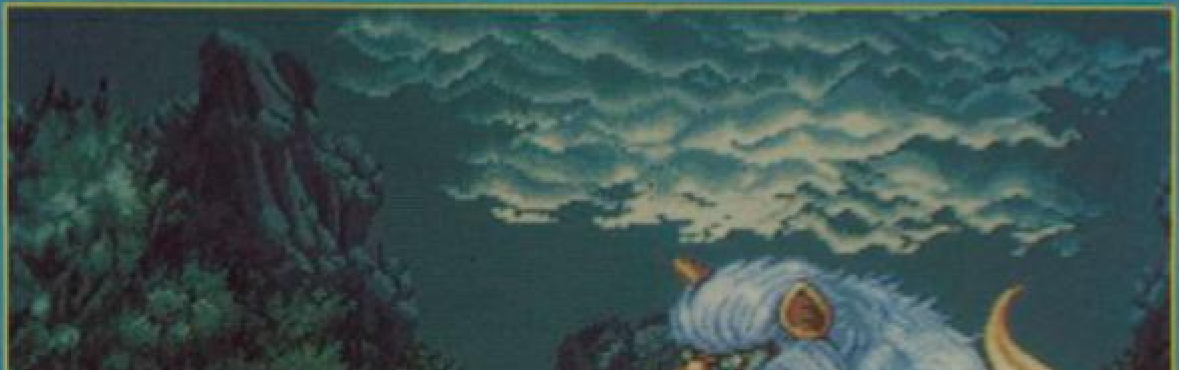
## WILLOW

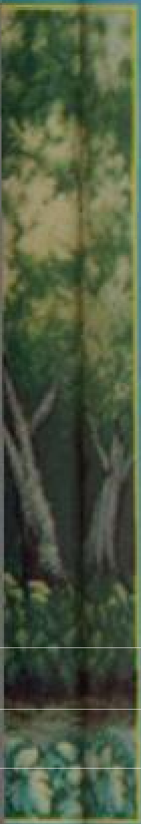
Willow is a very nice little offering from Capcom which requires lots of skill and co-ordination to get through. It's rather like a cartoony Ghosts 'n' Goblins, and like that classic game, it's very playable.

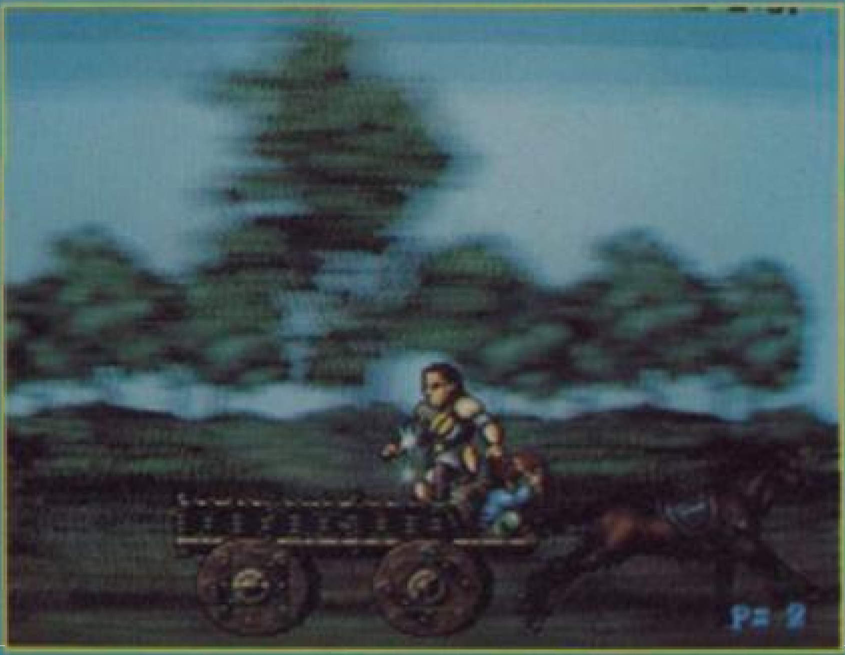
The game is all about shooting the baddies, picking up the money they leave behind, then nipping into the local shop and buying such items as Holy Liquor and Chain Pendants which helps prolong your life and shorten theirs! The characters move fast, and the timing in some cases is split-second stuff.

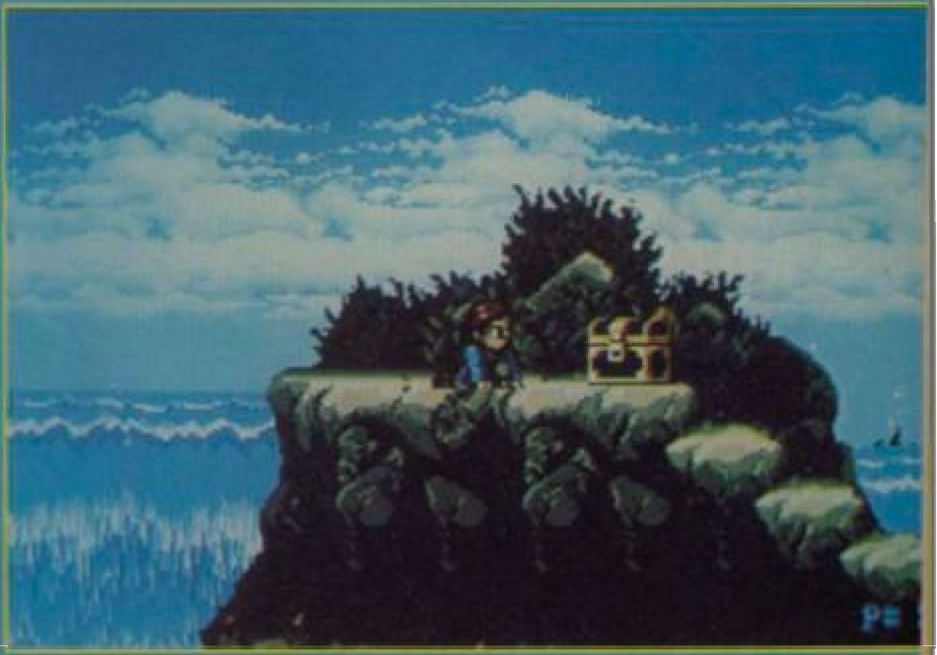
The first scene takes place at the Cross Roads. Bands of warriors attack and you, as Willow, have to shoot them down.

Next you climb a cliff face where blue boars guard treasure chests on narrow ledges, and warriors patrol the paths you need to climb. Pass









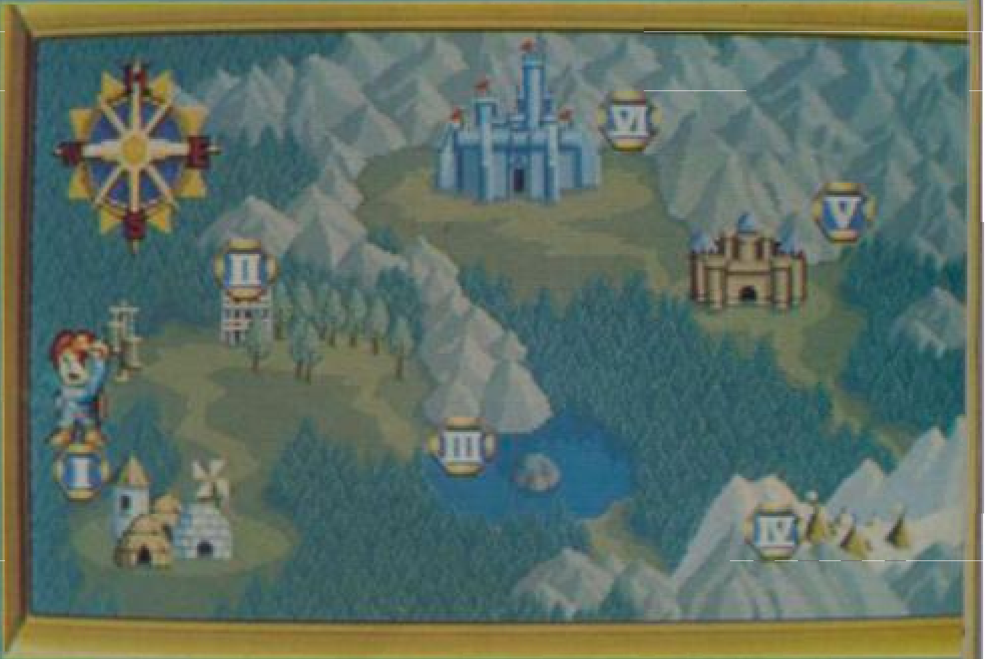
them and you reach a rope bridge which sags in the middle and seems pretty unstable. Shoot out the wizard who hovers in the skies above and make sure you get him before he destroys the bridge — do that and you rescue a Barbarian, which you control on the next level.

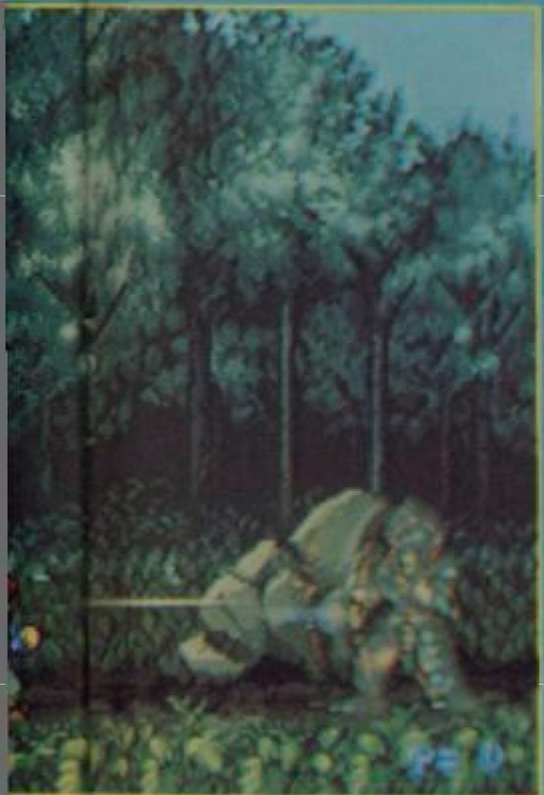
Here things get tough. The enemy tout bows and arrows and rock-carrying eagles try and take you out — your only escape is by horse and cart. Watch out for the chasing horseman and just pray the wheels don't fall off.

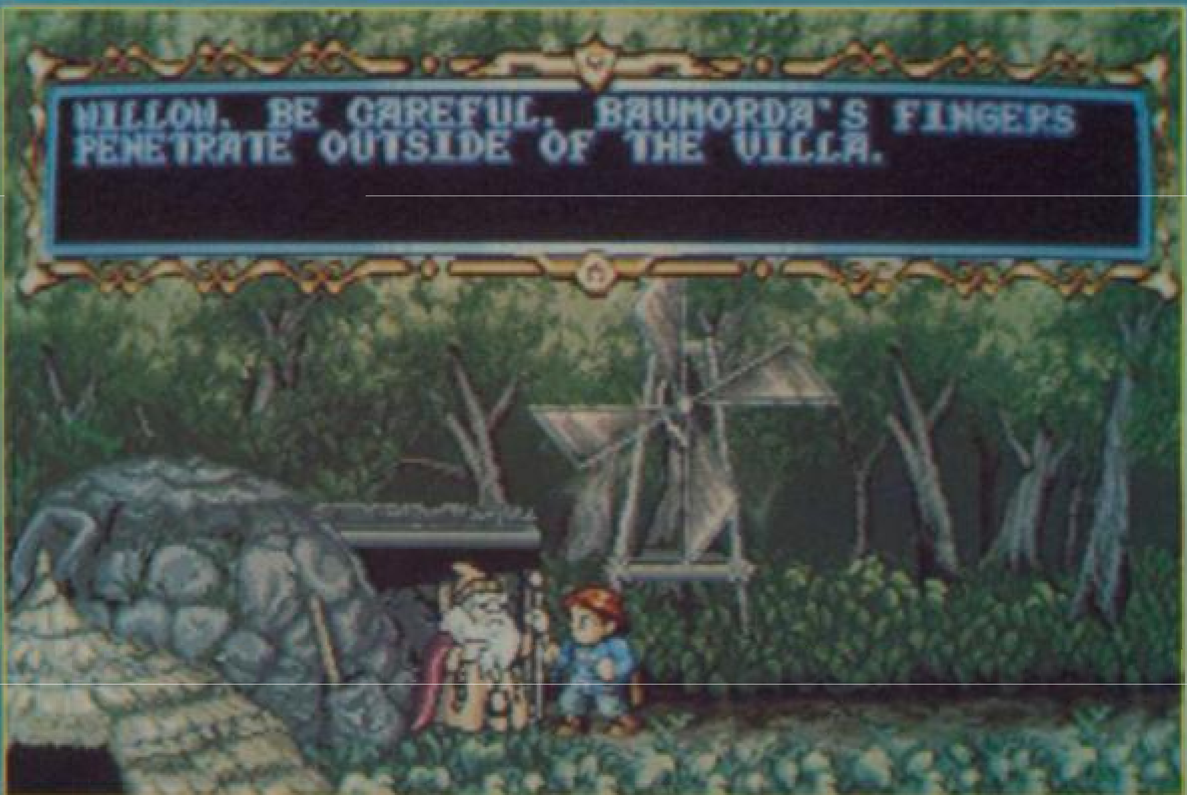
And so it goes on, with the player switching between a variety of characters through a wide variety of levels and scenes.

I thoroughly enjoyed Willow, even though I didn't come within sniffing distance of the baby. It's a very playable game and is definitely worth a few 10ps.

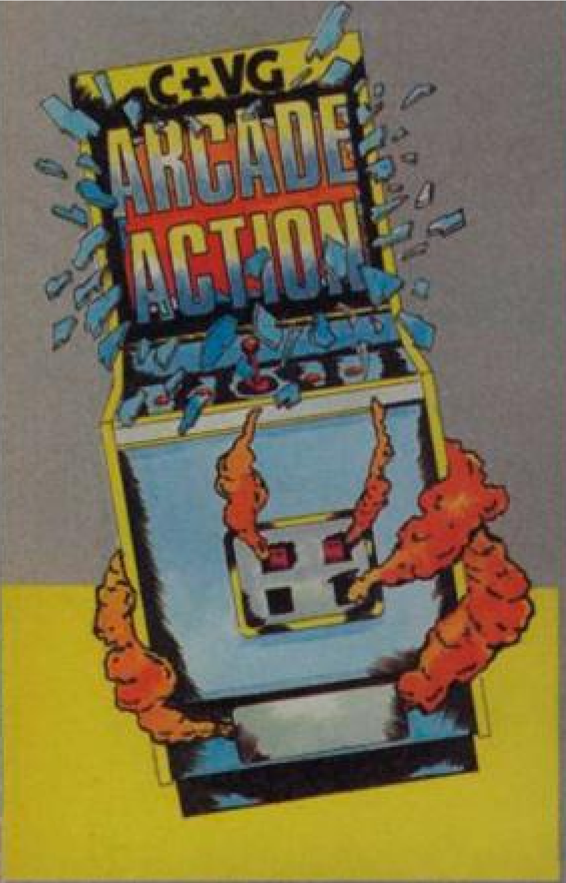
| | |
|---|---|
| **GRAPHICS** | **87%** |
| **SOUND** | **85%** |
| **VALUE** | **84%** |
| **PLAYABILITY** | **88%** |
| **OVERALL** | **85%** |

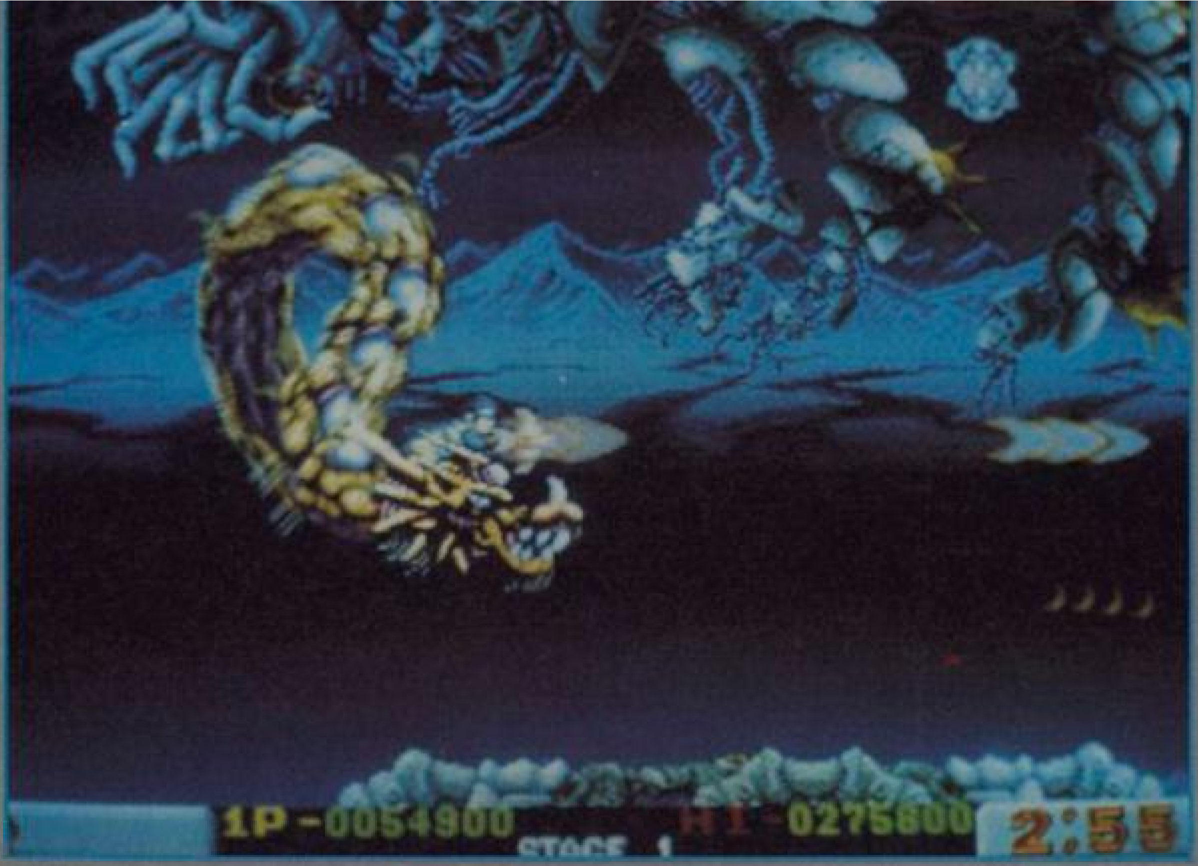






WILLOW. BE CAREFUL. BAVMORDA'S FINGERS PENETRATE OUTSIDE OF THE VILLA.





# DRAGON BREED

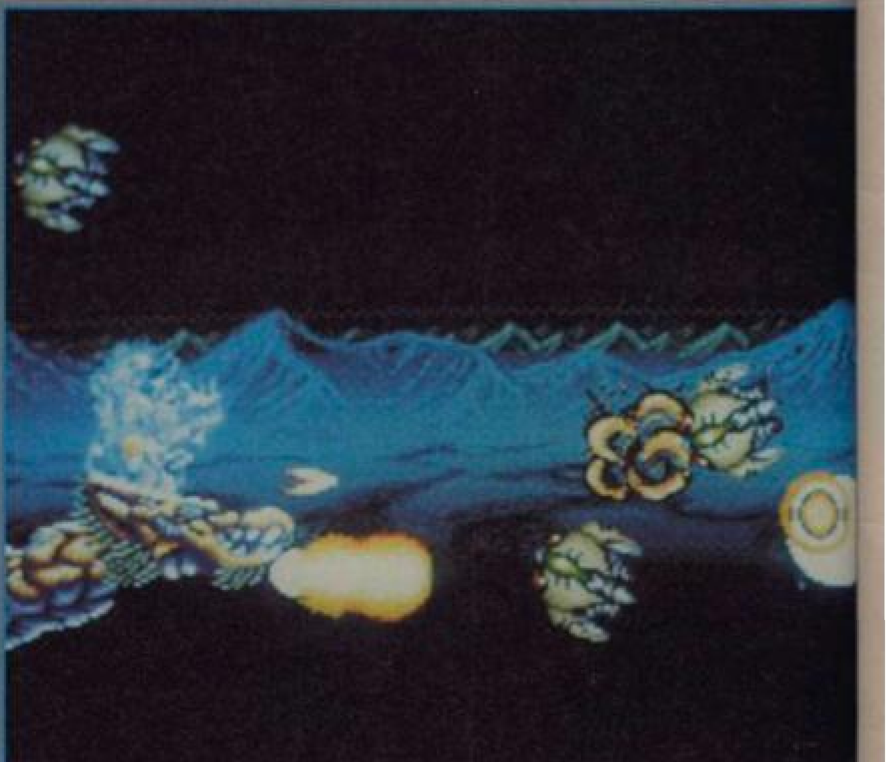
The R-Type team from Irem are back again with Dragon Breed — another horizontally scrolling shoot 'em up.

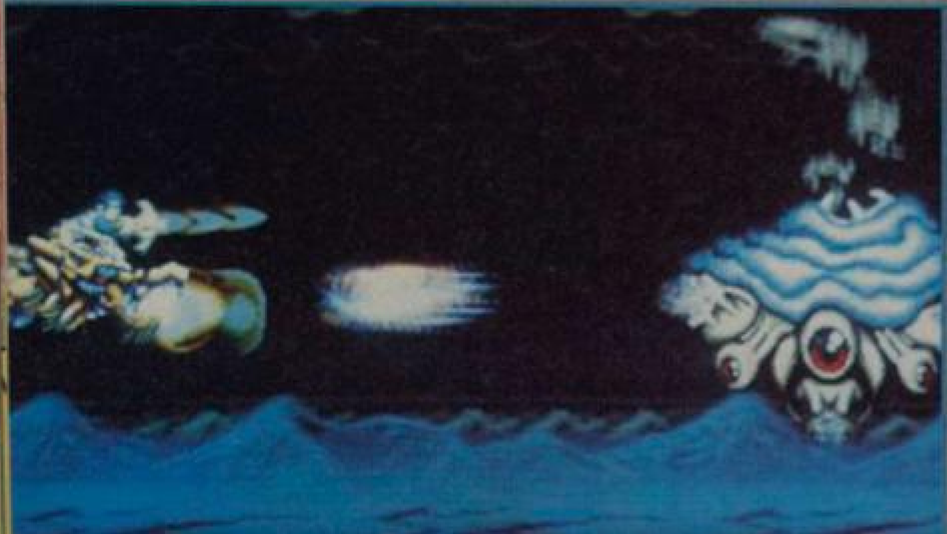
The opening scene sees you shooting out a gigantic pod and out pops a long eel shaped dragon — your trusty steed.

From then on it's a blast 'em up all the way with hosts of flying enemies zooming at you from the side of the screen. Shoot out these and pick up the bonuses they leave behind to give your dragon extra firepower, multi-directional rockets, breath like a flame thrower and bombs.

If you rush forward, then slow down quickly, the dragon's indestructible tail whips round to its nose so that the vulnerable rider is protected — very handy when the action hots up. Another nice touch is the method of shooting. Because you can't shoot straight upwards while riding the dragon, you have to steer him down to earth, hop off and then blast upwards. The only problem here is that you're totally on your own and he can't protect you.

Each level has its own background — caves, barren landscapes, all beautifully drawn with great attention to detail. The dragon starts cycling through a spectrum of colours as it obtains and drops different bonuses of fire power. The whole effect is very colourful and you'll find Dragon Breed a fast and challenging shoot 'em up.





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# ▶ ARCADE HIGHSCORES

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**Calling all arcade aces! Here's the Official UK Arcade Highscore table, containing all the record scores achieved by Britain's top coin-op players. If you're the type of person who regularly knocks up zillions of points on arcade machines, why not write in with your mega scores. The address is ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you've got any hot tips, send them in too — we'll be using them in a mega Arcade Action special later on this year, as well as incorporating them into a regular Arcade Action tips column. There are prizes of T-shirts and software for the senders of the best tips — so get writing. Send your stuff to ARCADE TIPS at the above address — and don't forget to say which computer you own.**

**1942**
12,110,830 Colin McWhiter (CMC), Ballymena, N Ireland
**AFTERBURNER**
18,973,210 J Wallace (JAU), Staverly
**ALIEN SYNDROME**
843,010 Colin McWhiter, Ballymena, N Ireland
**ALTERED BEAST**
3,482,600 Ryan Humphreys, Durkar, Wakefield
**ARKANOID**
1,478,760 Stewart Bell, Macclesfield, Cheshire
**BATTLE RANGERS**
199,980 Wilson Lau, King's Lynn, Norfolk
**BLASTEROIDS**
2,539,740 EGG, Portsmouth
**BOMBJACK**
32,624,000 Lee Waters (LEE), Hayling Island, Hants
**CABAL**
2,390,000 David Lashley (TUF), London
**CHASE HQ**
10,100,000 Russell Pickard (RUS), Bournemouth
**DARIUS**
4,293,600 Keith Bradley, Blackburn, Lancs
**DOUBLE DRAGON**
999,999 Colin McWhiter, Ballymena, N Ireland
**DOUBLE DRAGON II**
201,040 Colin McWhiter, Ballymena, N Ireland
**FLYING SHARK**
2,310,100 Gavin Davis (PFJ), Swansea
**FORGOTTEN WORLDS**
6,721,600 Gary Harrod (GAZ), Poole, Dorset
**GALAGA 88**
1,678,070 Chris Ford (CAF), Lancing, W Sussex
**GHOSTS 'N' GOBLINS**
7,554,700 Simon Lennok, N Ireland
**HANG-ON**
49,658,320 Martin Deem (MJD), Portsmouth
**HAUNTED CASTLE**
368,220 Gavin Davis, Swansea
**HELLFIRE**
327,000 Julian Rignall (JAZ), Brighton
**HOT CHASE**
270,540 Alex Ware (AKW), Shenfield
**IKARI WARRIORS**
1,353,300 Martin Deem, Portsmouth
**MARBLE MADNESS**
208,340 Martin Deem, Portsmouth
**NARC**
2,780,900 Julian Rignall, Brighton
**NEMESIS**
1,376,400 Mario Kyriacou, Canterbury, Kent
**OPERATION WOLF**
720,000 Ryan Humphreys, Durkar, Wakefield
**OUTRUN**
56,011,310 J Wallace, Staverly
**OUTRUN TURBO**
1,971,570 Alex Ware, Shenfield
**P-47**
1,675,890 Chris Ford, Lancing, W Sussex
**POW**
233,720 Colin McWhiter, Ballymena, N Ireland
**POWER DRIFT**
5,798,625 Morris Wilson (BMW), London
**QUARTET**
8,576,750 James Washburn, Essex
**RASTAN SAGA**
1,081,000 Colin McWhiter, Ballymena, N Ireland
**ROADBLASTERS**
1,560,000 Stu, Melton Mowbray, Leics
**ROBOCOP**
4,590,100 Alex Ware, Shenfield
**ROCK 'N' RAGE**
9,999,990 J Stevens, Cranfield, Beds
**SAINT DRAGON**
940,370 Colin McWhiter, Ballymena, N Ireland
**SHADOW WARRIORS**
203,900 Gary Harrod, Poole, Dorset
**SHAO-LIN'S ROAD**
11,834,000 Firoz Rawat, Manchester
**SHINOBI**
362,150 Gavin Davis, Swansea
**SIDE ARMS**
1,846,800 Mark Boreham (BAD), Sudbury, Suffolk
**SILKWORM**
716,500 Martin Deem, Portsmouth
**SKY SOLDIERS**
1,215,000 Gavin Davis, Swansea
**SPLATTERHOUSE**
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143,650 Gary Harrod, Poole, Dorset
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12,858,900 Gavin Davis, Swansea
**SUPER HANG-ON**
BEG: 29,874,670 Martin Deem, Portsmouth
JUN: 38,911,000 Martin Deem, Portsmouth
SEN: 51,000,000 Martin Deem, Portsmouth
EXP: 24,090,220 Martin Deem, Portsmouth
**SUPERMAN**
5,264,700 Gary Harrod, Poole, Dorset
**TETRIS**
172,600 Julian Rignall, Brighton
**TIGER ROAD**
1,740,000 Firoz Rawat, Manchester
**THUNDERCROSS**
4,898,600 Gary Harrod, Poole, Dorset
**TOOBIN'**
13,213,330 Martin Deem, Portsmouth
**TRUXTON**
1,883,090 Gary Harrod, Poole, Dorset
**TWIN COBRA**
2,221,680 Martin Deem, Portsmouth
**VINDICATORS**
619,100 Huo Li Lam (DRY), Leicester
**VULCAN VENTURE**
945,650 Colin McWhiter, Ballymena, N Ireland
**WARDNER**
12,025,275 Paul Stokes (PJ), Aberdare

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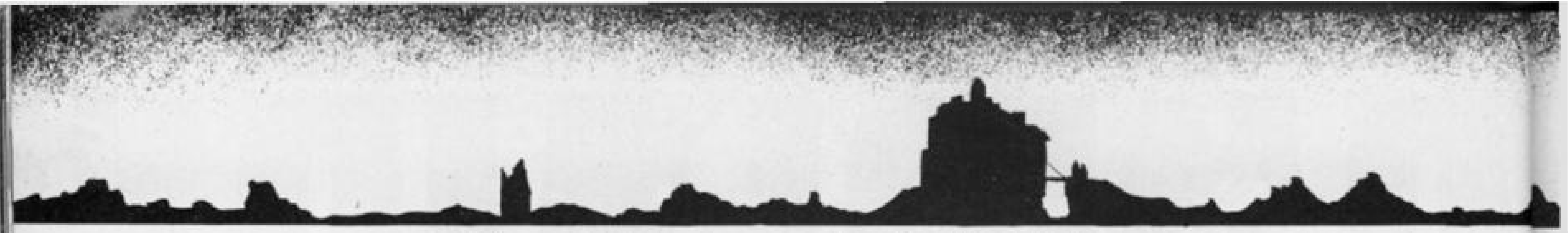


# AD

**Welcome to the C+VG Adventure column, complete with the Helpline, mini reviews, news and a complete solution to Leisure Suit Larry II. What more could an adventure fan ask for?**

## STUCK IN THE MUD?

One of the stickiest problems in *Legend Of The Sword*, concerns dealing with a bunch of Mud Monsters. Peter Gorman of Heckington is knee-deep in that one, and he's also trying to get a boat in the same game. Andrew Howard is marooned on the planet Kerona, at a location called Ulence Flats. His droid asks him "To which sector do you want to go?", and Andrew, aged 8, is lost for words. Who can help him with this windy problem?

Come in Mik Brookes, who could get no support from Chiltern Enterprise Centre for their game *Werewolf Simulator*. Here instead is some support from your favourite mag, courtesy of Patrick Halm from Gouda in the Netherlands. In the library, get the book, then take it to the doctor's house, knock on the door, and give it to him. In the police station ask for the captain. In the hospital ask for the doctor. From his room go to the mortuary via the stairs, where the werewolf's victim lays, and get his arm. In the editor's office, search the desk and get the photograph. Outside the cinema, get the girl. Get it? Got it? Good!

Here's a tip for *Leisure Suit Larry I* players, who are frustrated by the obligatory questions before the game can be started. Press Alt-X or Alt-Z to skip them, says Nico Schaap of Katwyk in Holland. Nico didn't say which machine this applies to, but I can confirm that it works like magic on the ST! The chances are that it works on other formats too, but I didn't have any other versions of *Larry* to check out. Worth a try, anyway!

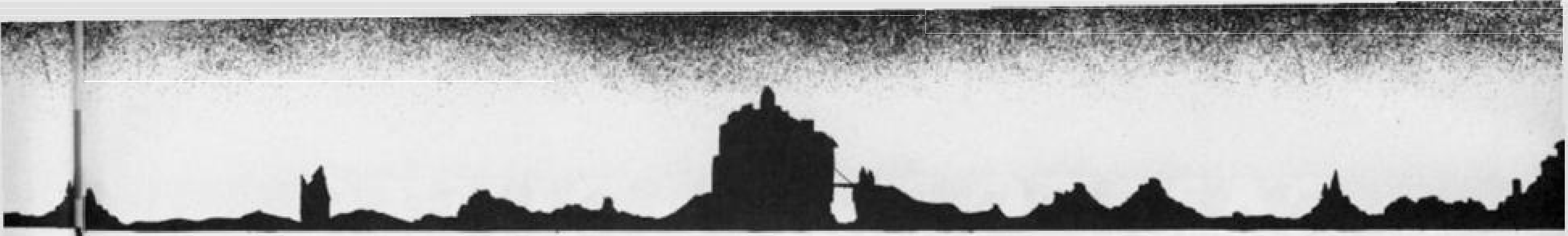
Patrick Halm's back, this time with a question: "How can you pass TWO-BAD in the *Shadowlands of Masters Of The Universe?*" Too bad — I can't help on this one, can you?

JP Wispelaene writes from Melbourne, with a clue for "the brilliant" *Bard's Tale II*. "The blindingly obvious solution to the riddle 'Tell me what the plan is . . .' is contained in a message found elsewhere on the dungeon level. 'Hear the sphere, Speak the truth, The plan is near, But quite uncouth'." JP has solved virtually all the *Bard's Tale* sagas, and offers help to any reader who cares to write to him at: 3 Duke Street, East Brunswick, Melbourne 3057, Victoria, Australia. And if you'd care to write to me at C+VG, I'll be happy to help you, too!

## REVIEWS

It's not only Home Grown adventures that don't always get a full review in these pages. After a lean period with no more than one or two mainstream commercial adventure releases each month, there has recently been a surge. Infocom has just flooded the market with what appears to be their entire output for a year, at a time when there are quite a few other new and interesting games around.

As a consequence, there just hasn't been enough space in the magazine to cover all of them with a full review. So here's where we catch up on those missed titles. First a game that I'm sure will have enormous appeal to adventure players, and yet is not, strictly speaking, an adventure. *Millenium 2.2*



# VENTURE

(Activision/Electric Dreams, Amiga, Atari ST, PC, £24.99) is, at a first glance, a strategy game with a few arcade shoot-em-up sequences. Yet during play some very unexpected events occur, posing a number of alarming problems that effectively change the strategy in mid-game.

Set in the year 2200, Earth has been devastated in a collision with an asteroid, and (apparently) the only remaining human colony is Luna Base, of which you are the commander. The base has mining, manufacturing, and research facilities, and the object of the game is to restore Earth to a habitable state, by making and sending a Terraforma there. Whilst you are discovering how to build a Terraforma, play centres around exploitation of the mineral wealth available in the solar system. Probes must be sent out, their data researched, and bases set up on suitable planets to service a fleet of spacecraft ferrying minerals to the moon's production facilities.

A spanner is thrown into the works when the lunar settlement is challenged by a hitherto unheard of Martian colony. Thus a balance must be struck between the mainstream business, and the production and deployment of defensive weaponry, to safeguard the plan to save Earth. Attacks come without warning, and it takes some planning to supply far flung bases with replenishment weapons when they are nearly one year distant!

Operated by mouse accessing a series of windows, *Millenium 2.2* is something quite different, and extremely addictive. And there are edge-of-seat surprises in store, right up to the very end! (Yes, I dunnit! I saved the Earth!).

A more conventional adventure is Infocom's *Shogun* (Activision/Infocom, Amiga, £24.99), a sensitive adaptation by Dave Lebling of the best selling novel by James Clavell. Infocom graphics are used here in an entirely different way from the *Zork Zero* approach. As well as attractive Japanese screen borders, location based pictures appear from time to time. Just to be different, one supposes, these are displayed to the side of the text rather than above it, and eventually scroll up out of sight.

The story is told in chapters, and with you playing the part of John Blackthorne, opens on the bridge of the Erasmus. Yours is the only surviving ship of a fleet of five. With half of your crew dead, and the survivors suffering from disease and starvation, you face a devastating storm. Your first objective is to reach land safely, and this involves commanding the crew, and controlling the ship, all achieved surprisingly, yet very realistically with text commands.

Whilst in strict adventure format, the problems are more of strategy and behaviour than of the more familiar object manipulation type. This tends to make the built-in clue system more readily usable, since *Shogun* does not engender that "don't tell me or it will spoil the game" atmosphere. Don't expect humour, but do expect a very good interactive interpretation of the book.

Finally, *Journey* (Activision/Infocom Amiga £24.99) is classed by Infocom as a "role playing chronicle", and was written by Marc Blank, co-founder of Infocom with Dave Lebling, and also co-author of the original *Zork* trilogy. *Journey* tells a story of the search for Astrix, a wizard, to appeal for his help in ridding the land of disease, drought, and famine.

A party of four sets off, and they are controlled by selecting text commands with the mouse from command words contained in a series of boxes at the bottom of the screen. Actions possible by each member of the party are listed, and having selected one, a list of valid objects is displayed in the next box, to pick over. A further box contains commands for the whole party (eg PROCEED) and for the game (eg SAVE). Thus the problems are "multiple choice" type, but even so, I had a phone call from an adventurer in Denmark the other day, who has stuck towards the end of the game.

*Journey* is illustrated with mini-pictures displayed to the left of the text, which scrolls independently. More a story than a puzzle adventure, but it has its moments.

## ACL — RIP

The Adventurer's Club Ltd. is now well and truly dead. Henry Mueller, its proprietor, has gone to earth without so much as a "Sorry and goodbye".

I suggest members write demanding a refund of their outstanding balance, calculated from 28 February. Send it recorded delivery, and keep a copy of the letter. This advice extends to those C+VG adventurers to whom I have awarded the prize of a "free" ACL subscription.

Those readers deserted by ACL, and in fact anyone else looking for a good fanzine, would do well to take a look at Adventure Probe.

Probe can be ordered monthly, or for up to twelve months in advance from Mandy, at 24 Maes y Cwm, Llandudno, Gwynnedd LL30 1JE. Prices are: UK £1.25; Europe (inc Eire) £2.00; Rest of World (surface) £2.00: Rest of world (air) £2.50.

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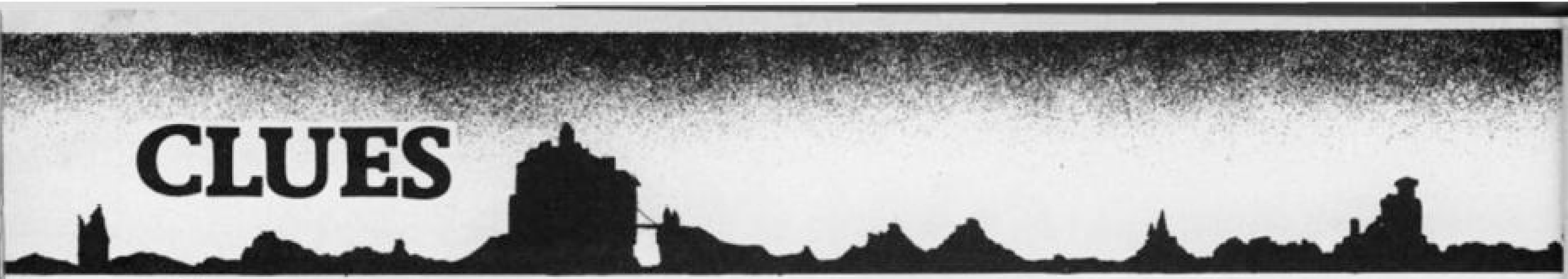
# CLUES



A

Thanks this month to: Robert Dixon, Hemel Hempstead; and Yazid Ali Yassin, Abu Dhabi.

**MANHUNTER**: At Coney Island, play the Kewpie Doll game. Hit the same dolls in the same order as they fall in the arcade game, as you tread on the mats that MUST be passed in order to complete the maze.

**POLICE QUEST I**: To move the bikers, take your nightstick. Speak to Carol, and then tell their leader to MOVE BIKES. Just as he says goodnight, press the DRAW WEAPON key and let the game do the rest.

**KNIGHT ORC**: Give a silver treasure to the troll for crossing her bridge. To enter her lair, collect a lot of treasures, and lead her away from the bridge as she follows you and steals from you. When you are almost out of treasure, run back to the lair.

**WOLFMAN**: To escape the temple, tie the chain to the door, place the crystal in the recess, and sleep.

**LEISURE SUIT LARRY I**: Get the rope from your wife, after being tied to the bed. Cut it with the knife exchanged for a bottle of wine by the wine shop.

**SPACE QUEST II**: Search Vorhaul for the abort code.

Z

## ALL YOU NEED TO COMPLETE...

### LEISURE SUIT LARRY IN SEARCH OF LOVE

**AIRPORT**: Give the flower to the agent. Don't bother with the queue. Check baggage on conveyor for bomb. Dispose of bomb, and then get ticket. Get insurance from machine, and buy a meal in the cafeteria. Search the meal to find a pin, and take a pamphlet from the check-in desk.

**CHASM**: Throw the vine at the tree branch.

**CLIFFTOP**: Change back into Leisure Suit before reaching the airport.

**CREVICE**: Put airsick bag in rejuvenator. Drop rejuvenator in crevice. Light airsick bag. Enter elevator shaft.

**CRUISING**: Search Eve's Mum's cabin to get a sewing kit — but not when she's there! Get a dip from the bar, and take a dip in the pool — after a bit of protected sunbathing! Make sure you get the top that's at the bottom of the pool! Visit the barbers. Go the bridge and pull the lever, then jump into a lifeboat.

**EVE'S PLACE**: Go back and search the trashcan before you leave!

**FOREST**: Cut the parachute with the knife. Take stick, and crawl past the bees. Drop the stick near the snake.

**GETTING STARTED**: Check the garage for some cash, and head for the Quickie Mart.

**HOTEL ROOM**: Dress in drag, and use the soaps for padding! Leave the maid alone!

**ICE FLOE**: Put the ashes on the ice.

**ISLAND BARBERS**: Get your hair dyed and your legs waxed.

**JUNGLE**: Get a flower.

**MID-AIR**: Open the parachute without delay.

**NATIVE VILLAGE**: Go back to the campfire and take the ashes.

**NUDE BEACH**: Complete the set by collecting a bottom to go with the top.

**PLANE**: Take a sick bag from the seat. Give the pamphlet to your fellow passenger. Go to the rear of the plane and use your insurance! Pick the lock and pull the lever to leave the plane.

**QUICKIE MART**: Just get the lottery ticket for now, and head for the TV studios. Next time around, buy the drink.

**QUICKSAND**: Follow the pattern over the quicksand.

**RESTAURANT**: Just wait until you get a table. Take the knife as soon as you have the chance.

**RIVER EDGE**: Take the vine nearest the boulder. Swing three times, and release vine. When over the river, take the vine.

**SHIPWRECKED**: On the boat, protect your skin and head as soon as you can. Eat, drink, and do a spot of fishing.

**TOWN**: You'll need a second visit to the Quickie Mart. Make sure you have swimming trunks and suntan cream, and get that hair cut! Check out the music shop.

**TV STUDIOS**: Show the ticket to the girl, and then cheat! Sit down in the waiting room until called. Hang around after the first show.

## SOLUTIONS — WOULD YOU USE ONE?

It was not surprising, perhaps, that *Bill Pickworth*, of New Milton in Hampshire, was a little taken aback when I mentioned I met a thorny problem whilst reviewing *Space Quest II* — to wit, the whereabouts of the gem. "The difficulty raises the question of whether reviewers normally have available some form of guide to the game provided by the software house at the time of reviewing the game. I would have thought it would be very much in both your interests, and that of the software house.

"Your reviewers presumably cannot have unlimited time to devote to all the possibilities offered by games — and as I should have thought that reviews have a very significant impact on the sales of the games reviewed, I would have thought that software houses would be most anxious that your reviewers should have as full a knowledge as possible whilst writing the review. Ultimately, of course, better reviews are in your readers interests as purchasers of games, and therefore also in your interests as a magazine."

Bill raises an interesting point. Sometimes a problem early on can be so baffling that hours can be spent trying to crack it, before being able to get far enough into the game to write a review.

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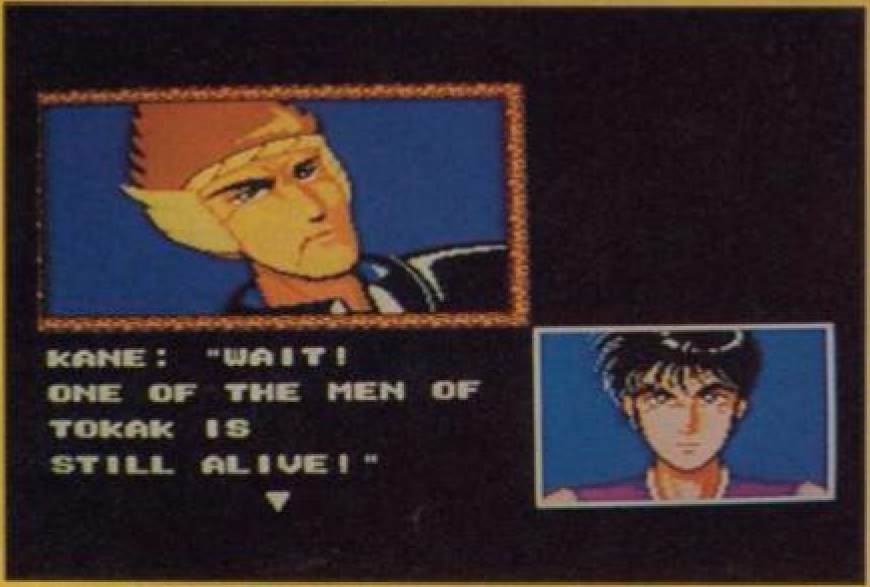

KANE: "WAIT!
ONE OF THE MEN OF
TOKAK IS
STILL ALIVE!"

▲ *Spellcaster — mega adventure.*

# SPELLCASTER

At first sight, *Spellcaster* appears to be another of those Four Mega menu-driven adventures that Sega seem to do so well. After a while, it becomes apparent that it definitely *is* one of those Four Mega menu-driven adventures that Sega seem to do so well. But it has a few differences which I think make it their most entertaining to date.

The plot is standard stuff: playing mystic Japanese warrior, Kane, you have to find out who's duffing up the peasantry, using whatever information and equipment you come across during your travels. Unlike *Y's* and *Phantasy Star*, which were very much "RPG lovers only", *Spellcaster* is presented in a format which should appeal to arcade and adventurers alike.

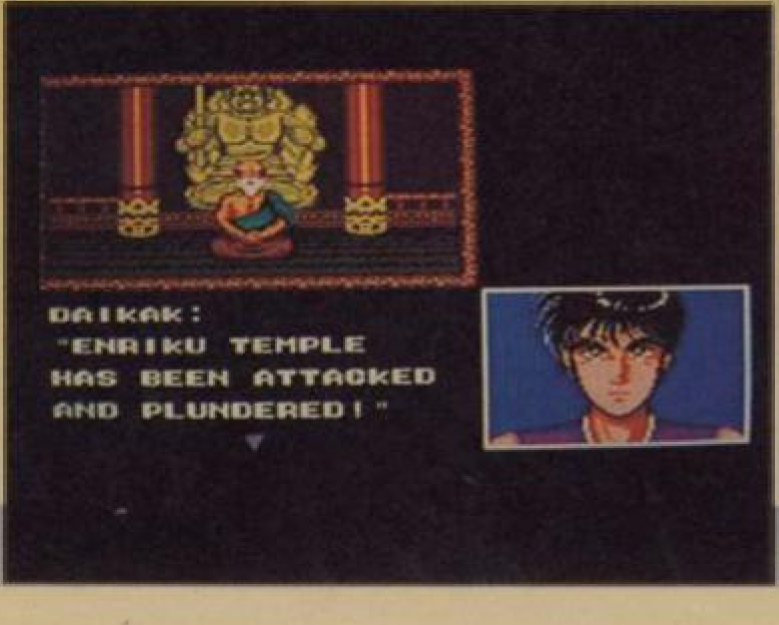
Getting from location to location is no longer a matter of moving a little figure around a scrolling map, nor is combat all menus and hit points. Instead, you choose where you want to go on a menu, and your warrior sprite sets off along the scrolling road to his destination, using any of eight types of magical offence and defence to avoid or zap any obstacles or enemy Samurai and monsters. At the end of the road, you usually come across some kind of warrior magician, who puts up a hell of a fight before he expires and maybe leaves something behind or gives you some clue in his dying utterance.

At this point you can usually make some fairly simple deduction about what your next move should be. If you haven't a clue, a visit to one of your allies usually reveals all about that mysterious word or object you just found. In most cases the connections between problems and objects are fairly straightforward, and if they're not, a bit of experimentation with the item often helps. Anyway, You can always avoid risks by asking for a 24 character "save game" password before making an important move.

The adventure bits feel like a set sequence of scenes which you're being led through, which might be seen as a limitation by you veteran adventurers, but I wasn't bothered by it at all, because there's no aimless wandering about, getting lost or fumbling around with commands to slow the plot down.

You might think this makes the game easy, and, though I haven't finished it, I have to say that you're more likely to get stuck on one of the arcade sections than on an adventure problem.

▼ *The story unfolds.*


DAIKAK:
"ENRIKU TEMPLE
HAS BEEN ATTACKED
AND PLUNDERED!"

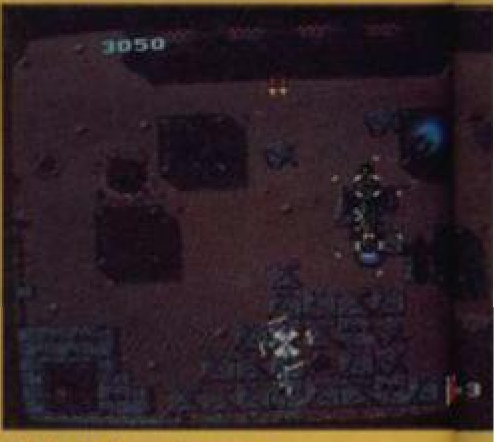
**PAUL GLANCEY**

| SEGA | £29.95 |
|---|---|
| GRAPHICS | 79% |
| SOUND | 60% |
| VALUE | 83% |
| PLAYABILITY | 86% |
| *Another of Sega's huge arcade adventures, with the bias a bit more on the "arcade" than the "adventure" for once.* | |
| OVERALL | 84% |

# TWIN

It seems to be a moot point as to whether this is called Tiger Heli or Twin Heli. Some importers seem to be calling it Tiger Heli (probably because "Tiger" is the only intelligible word on the title screen), but a "reliable source" (if you can call Julian a reliable source) says it's a conversion of a Taito coin-op called Twin Heli, and Tiger Heli is something completely different. And seeing as he's the Dep Ed and I'm only the Staff Writer, during the course of the review, we'll refer to it as Twin Heli if that's alright with you.

So, the gist of the game is this. There's you, in your helicopter, zooming up the screen wasting tanks, gun emplacements, helicopters, destroyers, gunboats — basically, anything that moves — with wing-launched napalm rockets. And that's it.



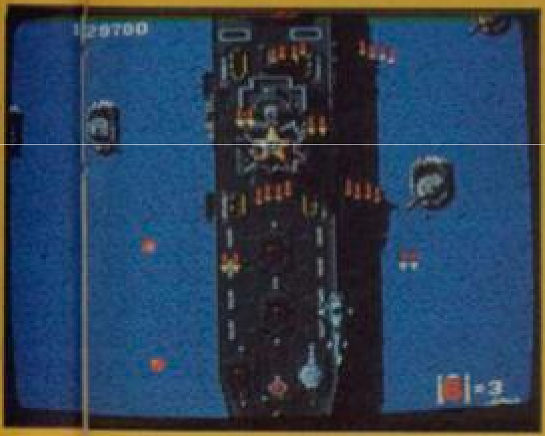
▲ *Blast those choppers.*

Well, no, there's a bit more to it than that. Every time you knock out one of the meatier machines, it leaves behind a handy icon, either an "S", which adds a couple of extra rocket launchers to your gunship, a smart bomb, a bonus point star, or an orb which changes colour. The colour indicates what fabby extra weapon will be added to the helicopter when you collect it.

On the Quartermaster's list are spread rockets (what you start with), turbo lasers, spray fire and four way missiles (which progress to homing missiles). The "pick-ups" come thick and fast so you can soon be kicking some heavy ass, with a half-screen wide volley of rockets taking out whole squadrons of enemy whirlybirds. Now this is how a shoot 'em up should be!

You won't be surprised to

# N HELI



▲ *Chakka, chakka boom!*

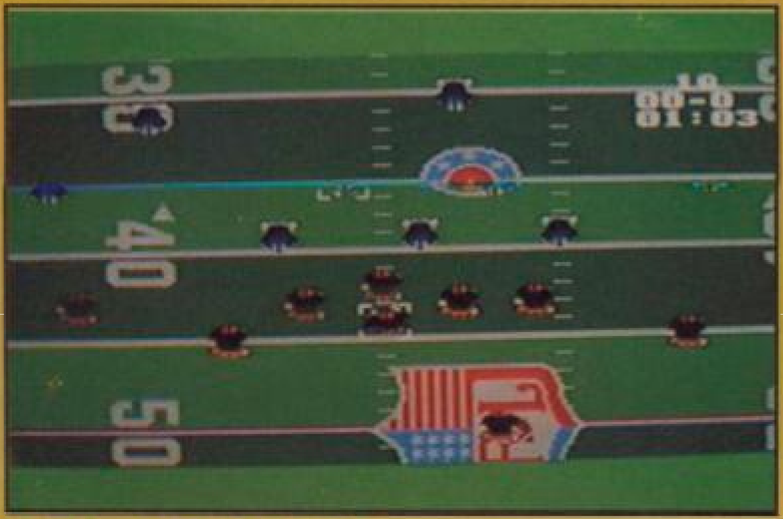
learn that there's a whopping great mega-sprite lurking at the end of each level — usually a tank with about ten simultaneously-firing gun turrets. A couple of smart bombs later, and you're back on board your aircraft carrier, soothing your nerves with a mug of cocoa and a digestive biscuit.

Twin Heli is the sort of game that lets you know you're still alive, and it reiterates the fact that a shoot 'em up fan without a PC Engine isn't a real shoot 'em up fan.

**PAUL GLANCEY**

**C+VG HIT!**

| PC ENGINE | £29.90 |
|---|---|
| GRAPHICS | 87% |
| SOUND | 89% |
| VALUE | 88% |
| PLAYABILITY | 88% |
| *An ab-so-lutely marvelous shoot 'em up, well on a par with the likes of Dragon Spirit and R-Type.* | |
| OVERALL | 89% |



▲ *Pro Football — a brilliant sim.*

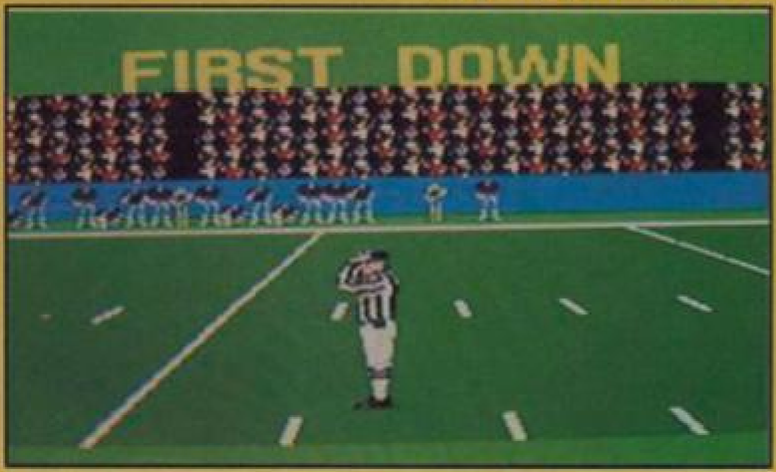
# PRO FOOTBALL

Four-four-four. Four-four-four. Hut! Hut! American Football is back on your screens with Sega's latest sports sim.

The game uses a horizontally scrolling overhead viewpoint, with options for one player to take on a computer team, or for two players to battle head-to-head.

At the start of a game options allow the difficulty level, type of game (one-off game or Road to the Superbowl, an ongoing knock-out competition with a password system that lets you carry on from where you left off) and time limit to be chosen. When everything's set the player(s) then choose a team from a list of all the American AFC and NFC members.

The match starts with a toss of the coin to decide who kicks off. The kick-off sequence is shown in a nicely animated close-up scene.

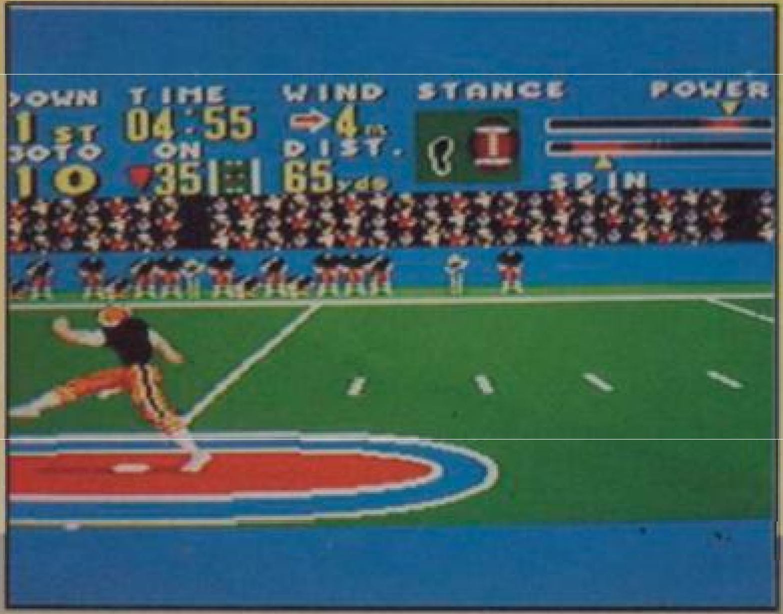


▲ *The kick-off.*

Plays are selected from an extensive but easy-to-use menu system. Each move is displayed as a picture which shows in detail each player's movements during the play — so you know exactly who's going where. When the move is selected, the action switches to the overhead view and the play begins.

In similar style to other games of this type, the player takes control of one particular team member, who stays under control until the ball is passed, whereupon the receiver comes under joypad command.

▼ *The animated ref is brilliant.*



**C+VG HIT!**

Pro Football is simply stunning. The presentation is superlative, with the best menus and control system I've yet seen on an American Football sim, and even though there are far more options than most games, they're very easy to use and understand.

The gameplay is great, and is both challenging and addictive, with a brilliantly-designed control method that lets you perform complicated moves very easily. The audio and visual side of things are top class as well, with superb graphics and suitable sound effects.

The whole package simply oozes quality — if you're a Sega owner who enjoys sports games, Pro Football should be a priority purchase.

**JULIAN RIGNALL**

| SEGA | £24.95 |
|---|---|
| GRAPHICS | 88% |
| SOUND | 82% |
| VALUE | 82% |
| PLAYABILITY | 94% |
| *A brilliantly designed and executed American football simulation with excellent graphics and sound and superb playability.* | |
| OVERALL | 92% |

# MEAN MACHINES

C+VG HIT!

## GHOSTBUSTERS

### BY SEGA

If you've ever played *Ghostbusters* on the C64 or Spectrum, you'll immediately recognise this console-ised Sega version, which plays in similar fashion to the computer games, but has had its gameplay spruced up to make it even more playable!

You start the game with £10,000 to set up your Ghostbusters franchise, which means getting some transport and equipment. As you might expect, you have to pay heavy bread for the best gear, but every ghost busted brings in cash from satisfied exorcismees.

When you're geared up, a map of the city with the Temple of Zuul at the centre is shown. For the evil god Gorza to get back into the world, the city has to be saturated with psychokinetic (PK) energy, and ghosts are flocking to Zuul to build up the PK level. Gorza's servants, the Keymaster and the Gatekeeper, are also wandering around town, waiting for maximum PK so that they can join and release their master.

Your first call comes when a building flashes red. You have to plot your route through the streets with a Ghostbusters cursor. When you've selected your destination, you're shown an overhead scrolling view of the road and you have to steer your 'bustermobile between other cars and around roadworks while a meter ticks down to show how far you have to go.

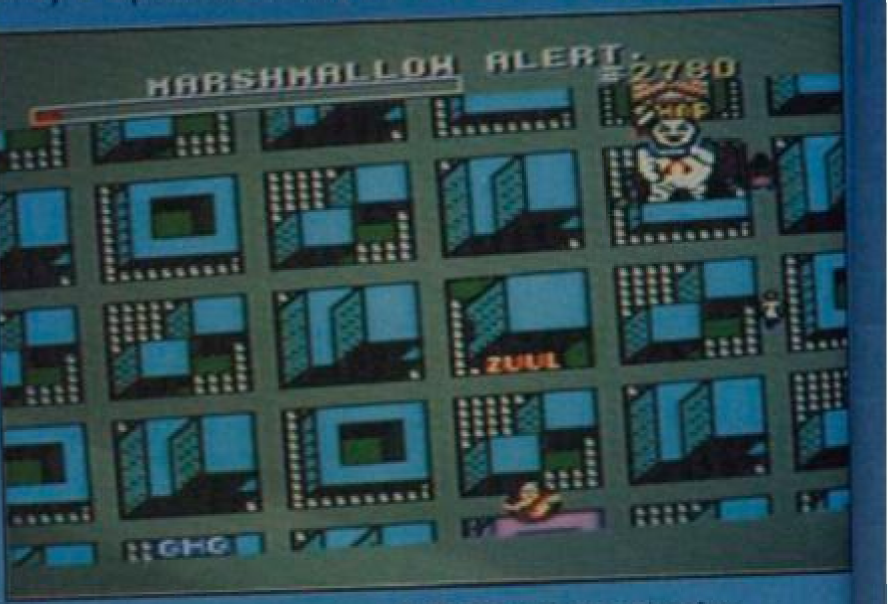
Once you've arrived, you're shown a street scene with ghosts flying about above the pavement. Two Ghostbusters appear, and once you've positioned both the trap and the men you can activate their ion beams and try to guide the ghosts over the trap. Once they're there, you can spring the trap and they're sucked inside.

If you let too many ghosts escape, the city's PK soon reaches a critical level and the city is prone to Marshmallow Man attack, which can only be halted by dropping ghost bait as the huge Mr Staypuft is taking shape. Any delay and he stomps buildings into the ground and you have to pay for the damage!

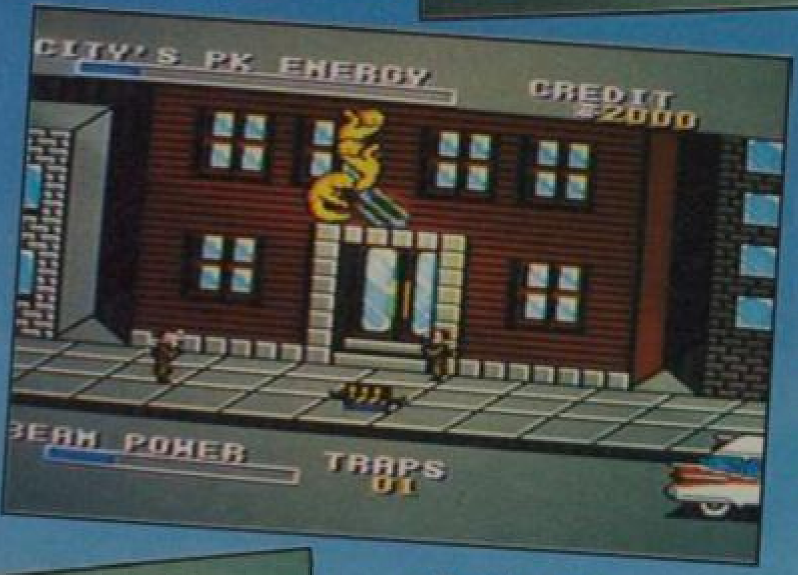
When Gorza finally makes it, you have to get two Ghostbusters past Staypuft, then zap Gorza with your ion ray before he zaps you with his magic.

On the whole it's a jolly game. Sega have added quite a bit to the old Activision game, and you'll certainly be hooked until you can at least afford to start with the best equipment. The graphics are fine and colourful, but I must warn you about the awful music. Still, if your TV has a volume control that works, there's every likelihood that bustin' will make you feel very good indeed.

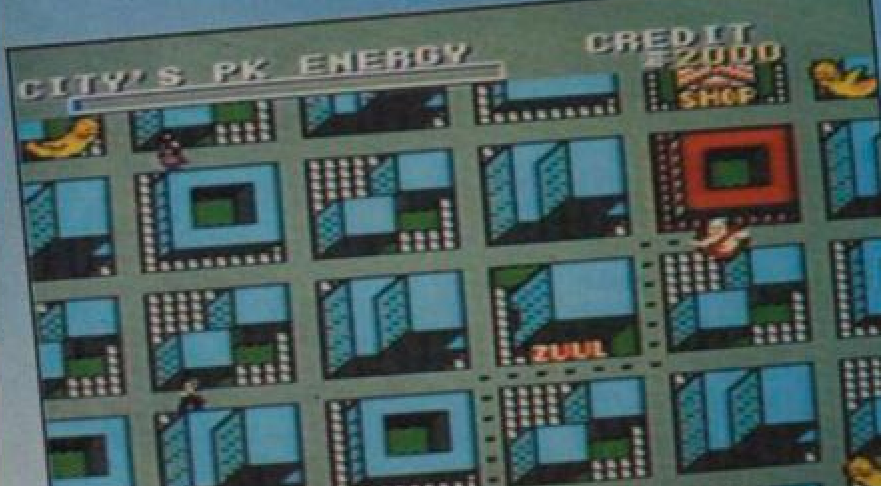
**PAUL GLANCEY**



▲ *Mr Staypuft gets stomping.*



▲ *Bust the ghosts.*



▲ *City map.*

| SEGA | £29.99 |
|---|---|
| GRAPHICS | 79% |
| SOUND | 35% |
| VALUE | 80% |
| PLAYABILITY | 86% |

*The action might get a bit samey after a while, but apart from that, Ghostbusters is a very entertaining game.*

| OVERALL | 85% |
|---|---|

# BASEBALL

## BY SEGA

American sports fans have never had it so good! As well as Pro Football, the ace American Football simulation, we've got Reggie Jackson's Baseball, a computer version of America's other favourite sporting pastime.

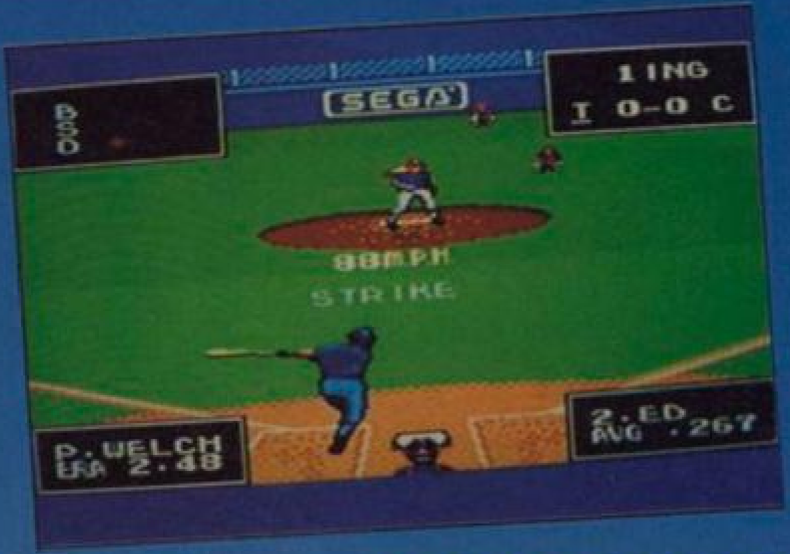
There's already a baseball game out for the Sega, so what makes this one worth releasing? Well, Reggie's Baseball is very nicely presented, has more options you can shake a bat at and is more playable than the previous game — although there is still room for improvement.

The action is controlled in much the same way as every other baseball game on the market, with the player fielding, batting and pitching. There's a close-up of the action during pitching and batting, switching to an overhead scrolling viewpoint of a large portion of the field when the ball is hit.

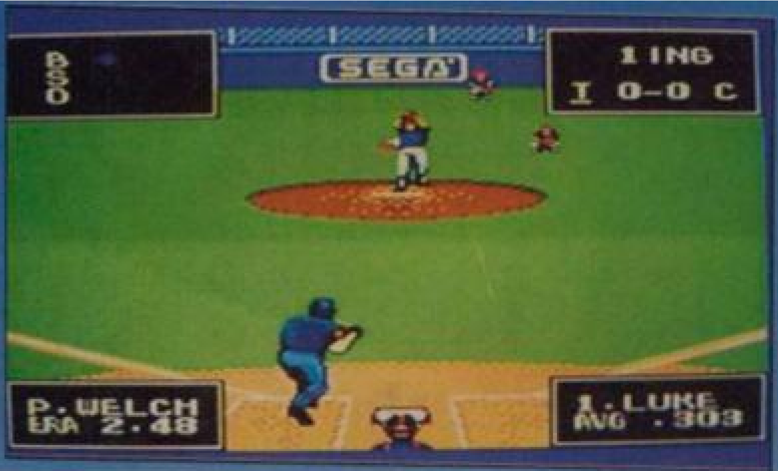
The close-up graphics are crisp, clear and nicely animated, but the sprites on the aerial view are a little indistinct. Sound is good, with a variety of tunes and some great speech.

If you're a fan of the sport, this is well worth a look — it's definitely the best baseball game on the Sega. But after playing it for some time, I do think the programmers could have made it even better.

**JULIAN RIGNALL**



▲ *Whop it!*



▼ *Steeerike!*

| SEGA | £24.95 |
|---|---|
| GRAPHICS | 74% |
| SOUND | 73% |
| VALUE | 68% |
| PLAYABILITY | 78% |

***A competent baseball game with plenty of options. There's still room for improvement, though.***

| OVERALL | 74% |
|---|---|

C&C Computers and Communications

ATTENTION

NEC PC ENGINE ANNOUNCEMENT.

NEC Corporation, NEC Home Electronics Ltd, and NEC (UK) Ltd (collectively 'NEC' hereinafter) have recently become aware that the PC ENGINE is being offered for sale in the United Kingdom. NEC believe that it is important that UK consumers should be aware of the following information.

1. The PC ENGINE is a product manufactured by NEC Home Electronics Ltd for use with the NTSC transmission system. It is not compatible with the UK PAL transmission system nor any other non NTSC transmission system. For this reason, NEC Corporation does not market the PC ENGINE in the UK or in any other EEC countries.

2. There are no authorised distributors of the PC ENGINE in the United Kingdom at present.
Therefore, if you are offered a PC ENGINE which is said to be compatible with the PAL system or any transmission system other than NTSC, you should be aware that it will have been modified by a third party.
This modification is made without NEC's permission or approval.

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Please note that the guarantee provided with each PC ENGINE sold in Japan by NEC Home Electronics Ltd extends only to the use of the unmodified PC ENGINE in Japan and therefore NEC cannot assist you if you purchase a modified PC ENGINE in the UK. Any other guarantee provided with a PC ENGINE in the UK is not an NEC guarantee. Finally, any modified PC ENGINE's sent to NEC (UK) Ltd for servicing will be returned to the sender.

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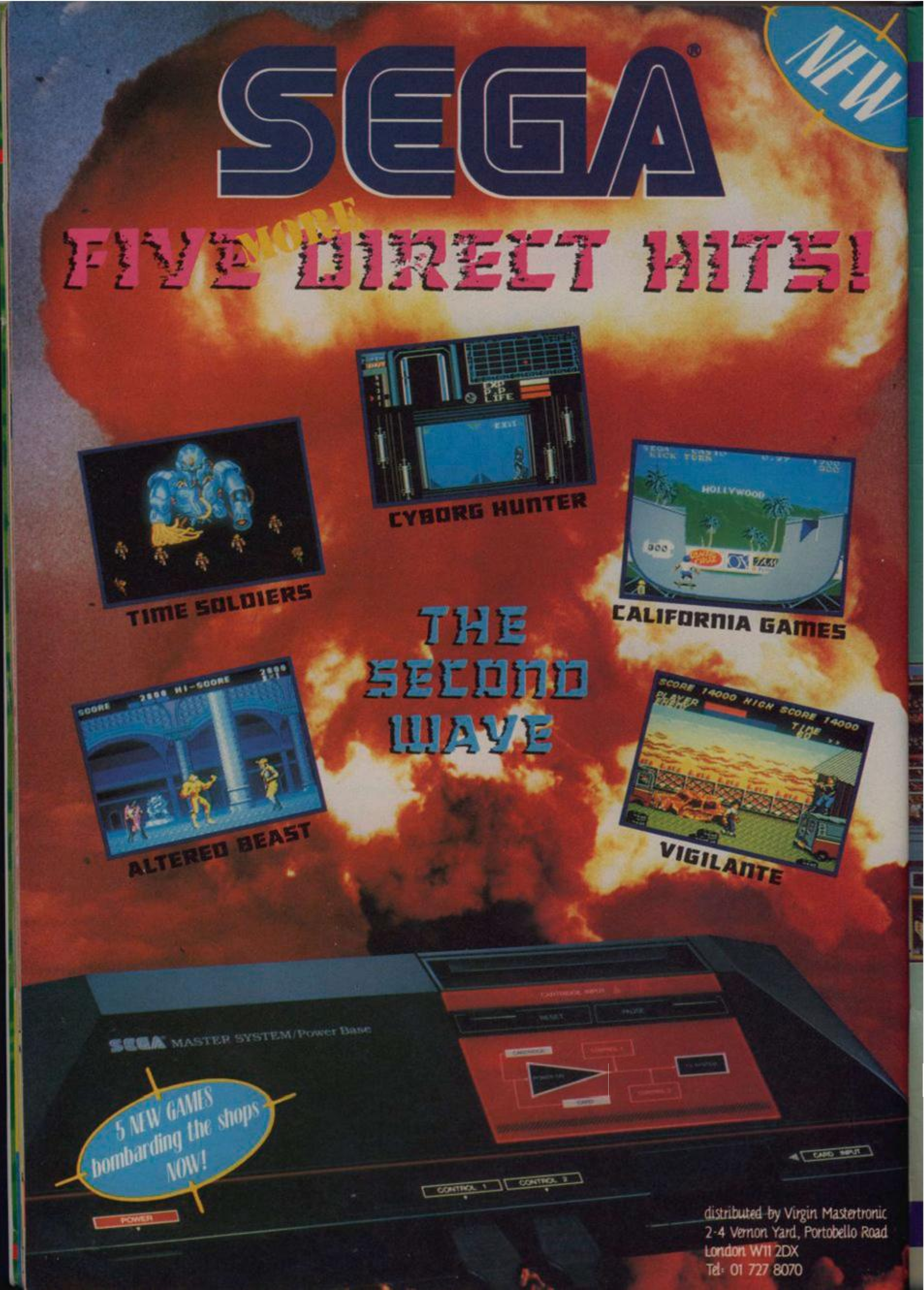
NEC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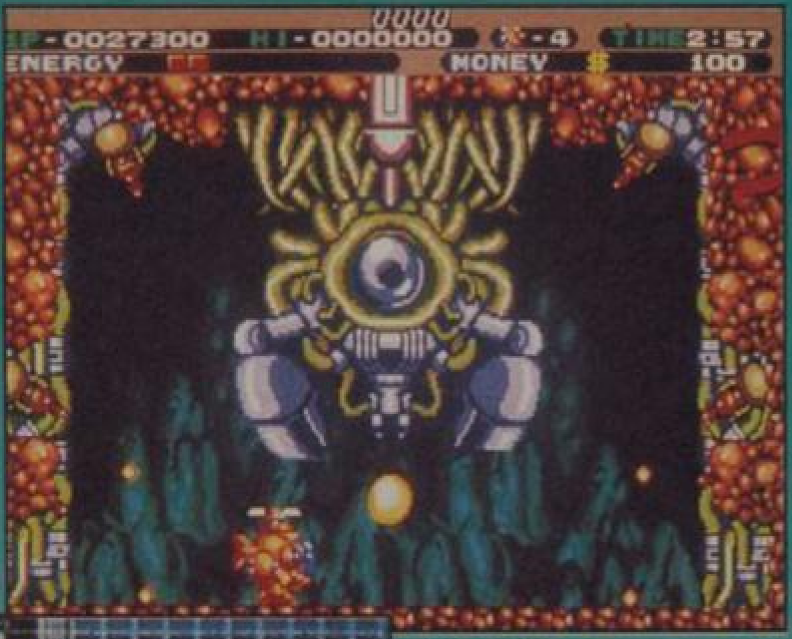
# MEAN MACHINES

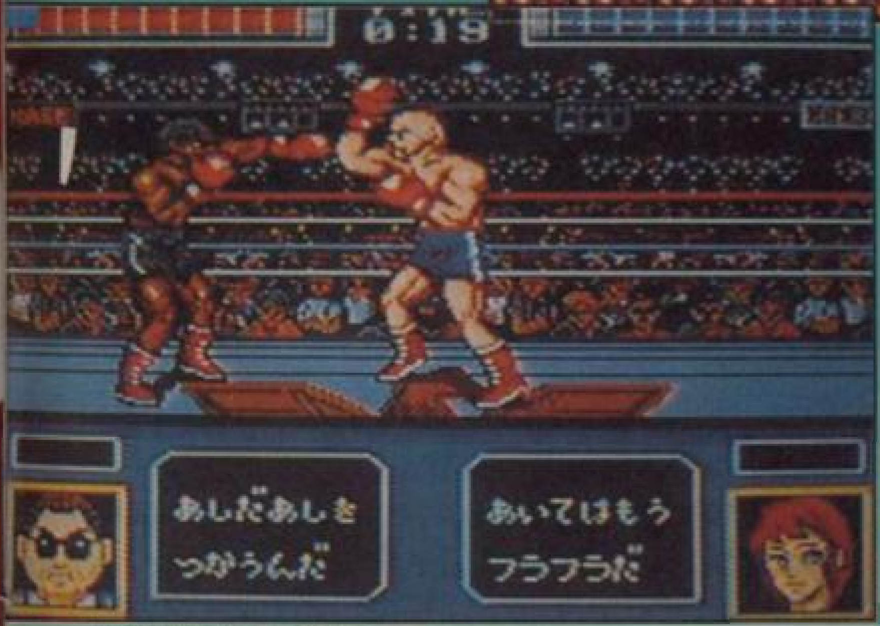
## PC ENGINE GOES BONKERS

There has been a distinct lack of new PC Engine software over the last few months, but that's about to change, with a massive line-up of new titles coming to your screens very soon.

Paciand, Pro Wrestling, Ninja Warriors, Cyber Cross and Varius II are all billed for a June release, while Side Arms, Gun Head (a mega shoot 'em up), Double Dungeon (a simultaneous two-player RPG), Rainbow Island and Darius are out in July.



▲ Mr Heli.



▲ Boxing on the engine.

The following month sees Break In (snooker/billiards), Power League II, Operation Wolf (!) and Altered Beast; and September, Jack Nicklaus' Golf and the very strange-sounding Norpie's Adventure in Dream.

Other titles without a release date include TV Sports Football and Lords of the Rising Sun (the Cinemaware games), Armed Force (a fabulous-looking blaster), Outrun, Afterburner, Y's (the Sega game), Pro Baseball '89, Ninja Spirits, Shinobi, F1-Dream, Final Lap, Thunderblade and Wonderboy III: Monster Lair.

Things are certainly looking good — watch out for reviews in future issues.

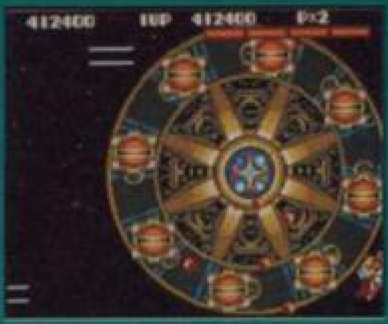
## SEGA GOES APE

When the 16 bit Sega Megadrive is finally released over here, it's going to have some incredible titles available for it!

Over the summer, Thunder Force II (amazing shoot 'em up), World Cup Soccer and Ghouls 'n' Ghosts are all going to be released in Japan, while Autumn will see Atomic Robo Kid, Rambo III, Forgotten Worlds, Heavy Unit and Super Real Basketball.

And towards the end of the year, Air Diver, Power Drift, Golden Axe, Moon Dancer, Tiger Road and Tetris will become available.

And that's not all. We're reliably informed that there are another 15 titles in development. As ever, you'll read about them first in Mean Machines — keep your eyes peeled.



▲ Gunhead.

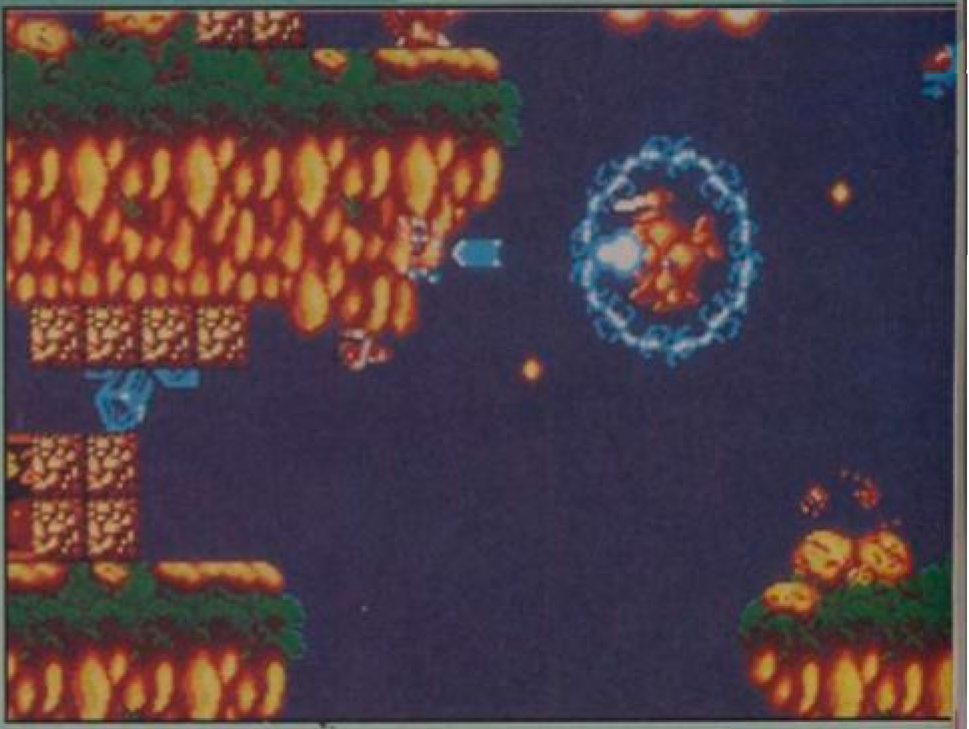
## GAME BOY GROWS UP

If you're a fan of Japan's tiniest games console, you'll be interested to hear that there are eight new titles planned for release over the next few months.

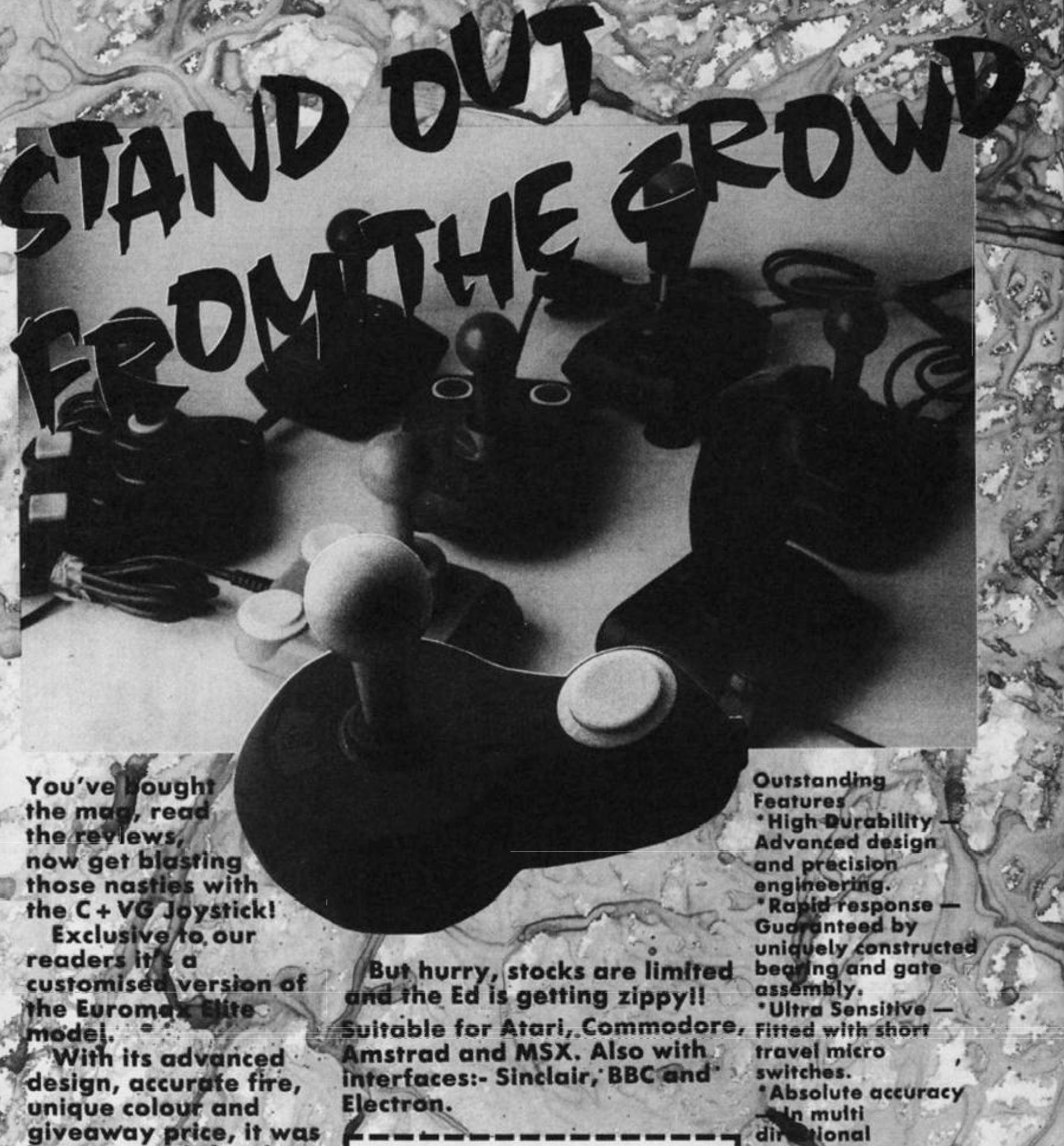
That classic game, Tetris, should be available now, followed by Shanghai, Mickey Mouse (a platform-type game), Hyper Lode Runner (another brilliant platform game), Pinball, Pachinco Time (Pachinco are non-electronic pinball-type machines that are amazingly popular in Japan), Golf and F-1 Race.

Apparently there are ten other titles in the pipeline, but at present there's no further information. Keep watching this space.

▼ Mr Heli (engine).



# STAND OUT FROM THE CROWD



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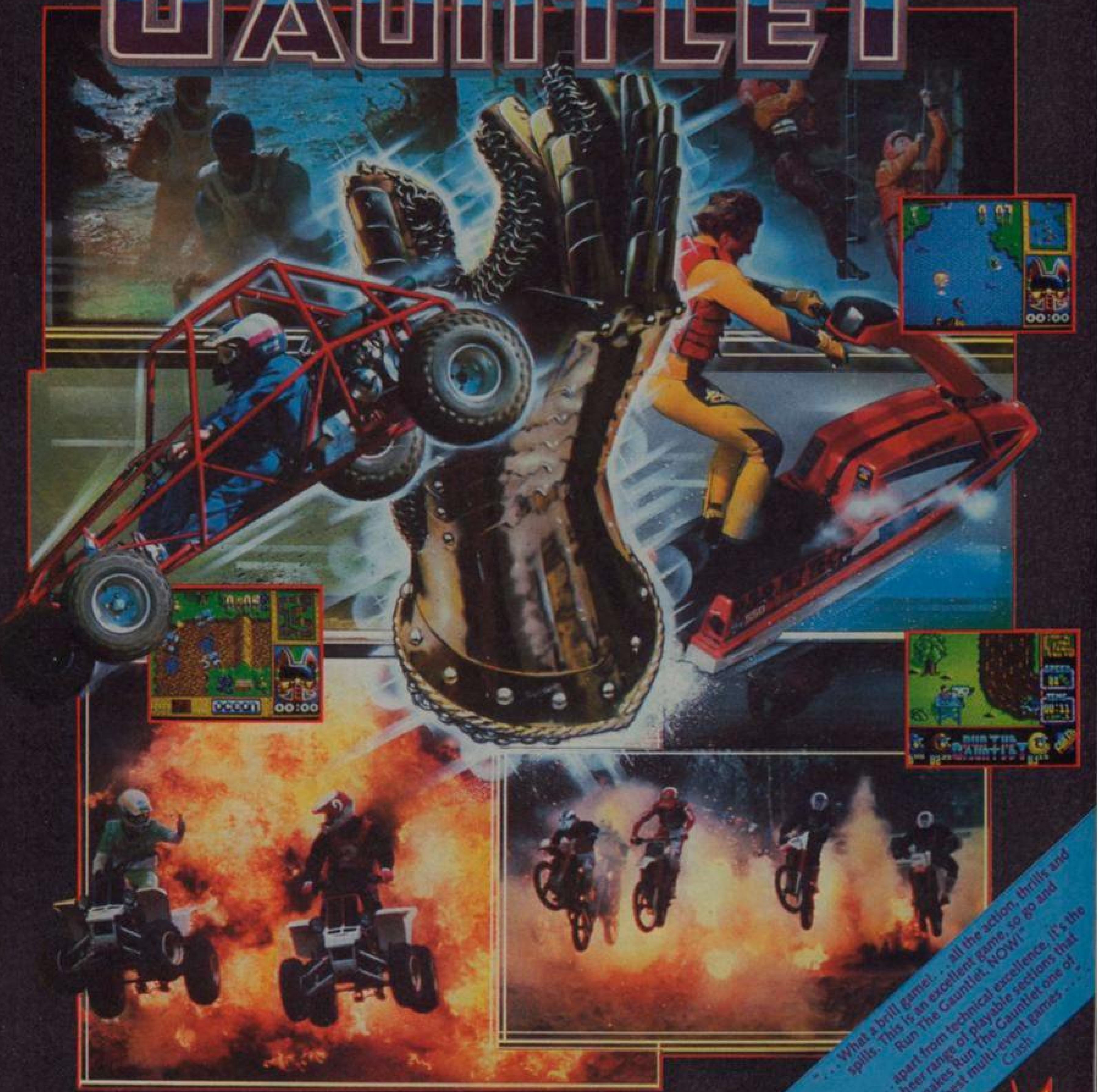
## Sort out the MEN from the BOYS!

# RUN THE GAUNTLET



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## HARD DRIVIN'

### Domark

**Work on the *Hard Drivin'* conversion continues apace, as specialist vector graphics programmer, Jurgen Friedrich moves his ST from Germany over to Domark's offices in sunny Putney.**

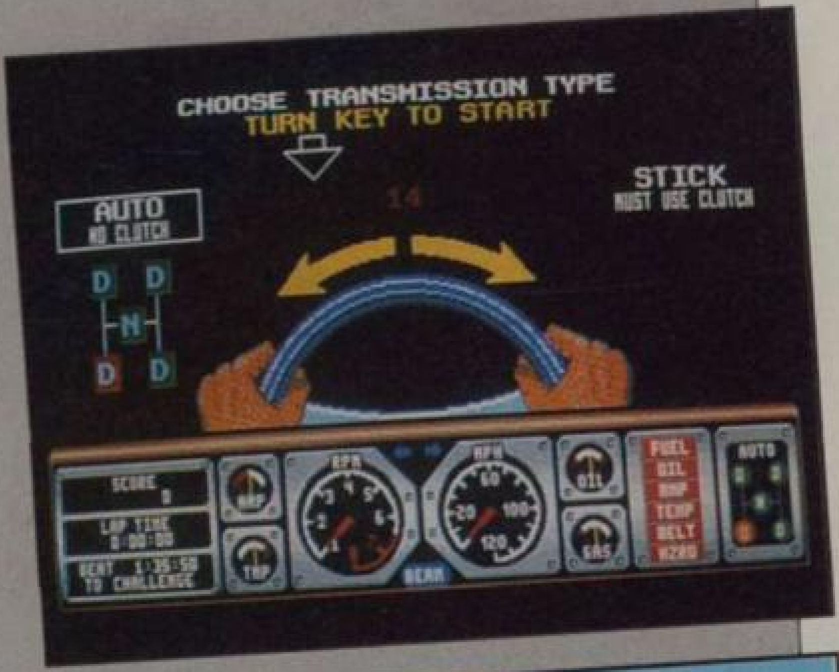
**Since the demo we saw last month, Jurgen has been assembling the foundations of the program to see how far the ST can emulate the workings of the *Hard Drivin'* machines's four custom co-processors. He expects to have to use a slightly slower frame rate and reduce the number of polygons assigned to each piece of scenery.**

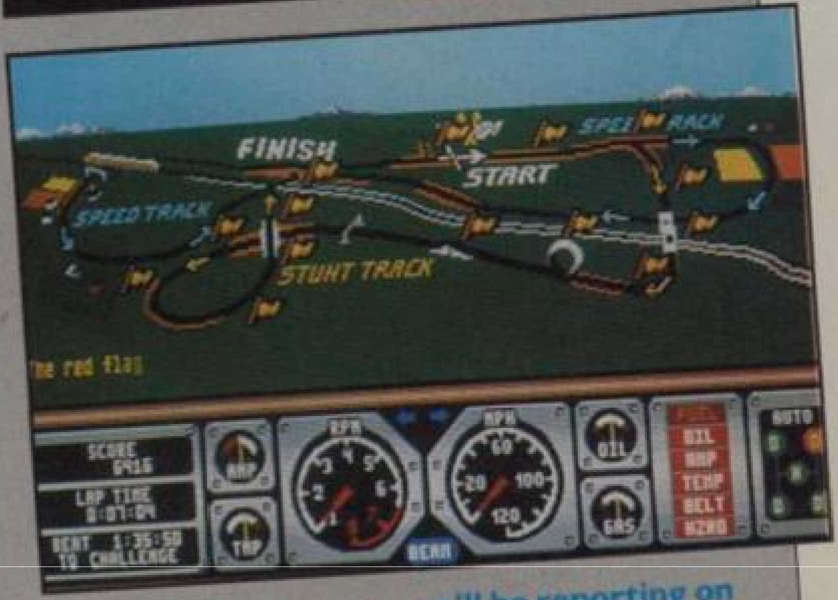
**As well as the loop-the-loop which we showed you last month, there's now a barn by the roadside, which fades in from the distance and glides past sooooo smoothly that we could almost have been looking at the arcade original!**

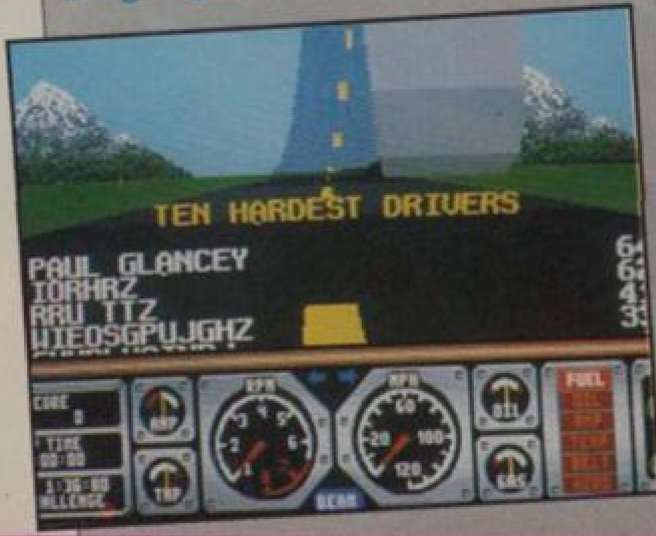
**Obviously, when there are cars on the track and other scenery moving around, things are going to slow down a bit, but Jurgen hopes to ensure smooth running by optimising the code.**

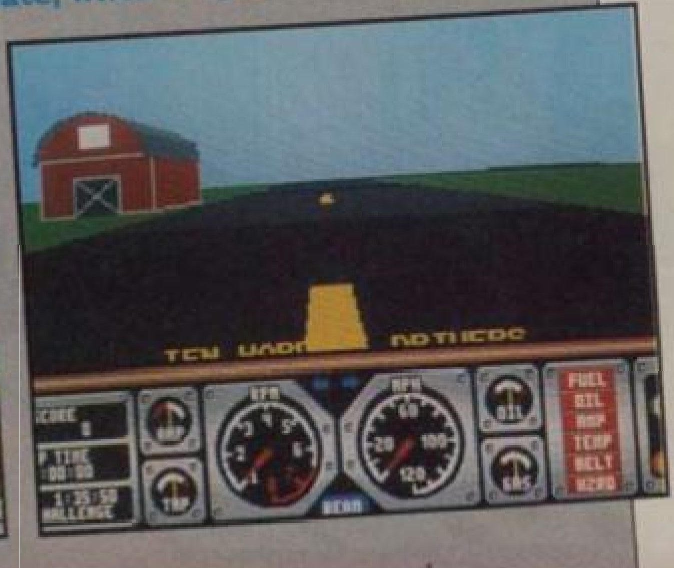
**And we'll see whether or not he can successfully do that in next month's Hard Drivin' Update, when we'll be reporting on the inclusion of other car sprites and the all the original arcade features like the replay mode, gear shift and track map.**

**Keep watching this space.**


CHOOSE TRANSMISSION TYPE
TURN KEY TO START
AUTO
NO CLUTCH
STICK
MUST USE CLUTCH
SCORE
LAP TIME
BEAT 1:35:50 TO CHALLENGE


FINISH
START
SPEED TRACK
STUNT TRACK
he red flag
SCORE
LAP TIME
BEAT 1:35:50 TO CHALLENGE


TEN HARDEST DRIVERS
PAUL GLANCEY
IORHRZ
RRU TTZ
WIEOSGPUJGHZ



## STAR TREK V

### Mindscape

**US company Mindscape have wasted no time in beaming up the licence to *Star Trek V: The Final Frontier.* Paramount are keeping the plot of the film firmly under wraps, but in the game you play Captain Kirk on a mission to the centre of the galaxy. On the way, he and his illustrious crew have to deliver three ambassadors to their destination planet while avoiding Klingon pursuers, defeating**

## HARLEY DAVIDSON

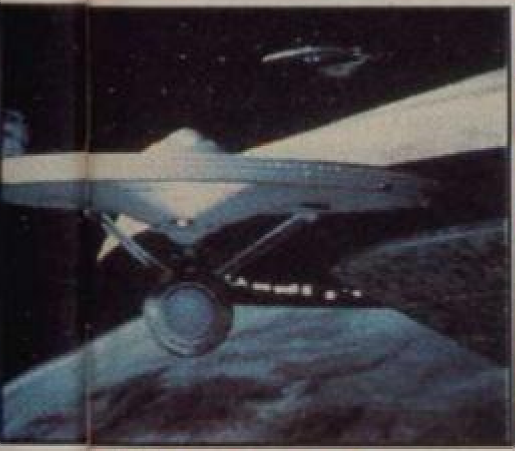
### Mindscape

**There are many who think that Harley Davidsons are the best bikes in the world — obviously Mindscape are such people, 'cos they've just bought the rights to produce an officially licensed Harley game. You'll be able to straddle a 1340cc Hog and burn down the road to Sturgis, South Dakota**

## FIENDISH FREDDIE

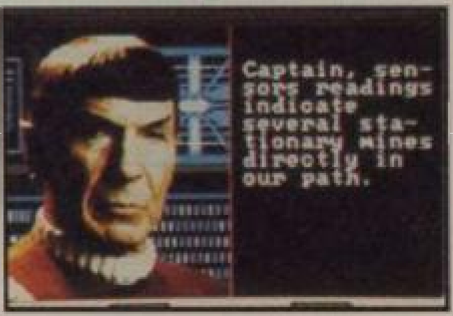
### Mindscape

**Ever wanted to join the circus? This is the game to put you off that ambition for good. The bank are fore-closing on the circus' mortgage, and to earn the money to save it you play a clown taking part in six wacky circus events — high diving into a bucket of water,**



Klaa, a renegade Klingon and getting around The Barrier Zone (whatever that is). *Star Trek V* will have elements of arcade, strategy and adventure gameplay with loads of digitised graphics and sound and the usual crew of bold goers. Predicting the quality of the game at this early stage would be illogical, but sensors indicate that this may well be the best Trekkie game yet.

RELEASE:
AMIGA/ST/PC
NOVEMBER
PRICE: £29.99



Captain, sen-
sors readings
indicate
several sta-
tionary mines
directly in
our path.

ON

(avoiding speed traps and obstacles) where the biggest Harley rally in the world is taking place. There, you can partake in five different Harley contests, including a drag race and a slow ride contest. A neat feature is that you can customise your bike any way you like — and you can even get yourself a custom-painted helmet. It certainly sounds interesting — Harley fans should keep their eyes peeled for a full review in the not-too-distant future.

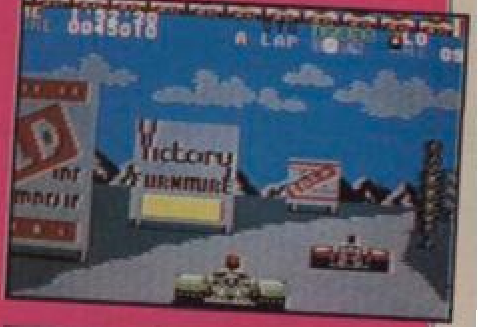
RELEASE:
ST/AMIGA/PC, SEPT
PRICE: TBA

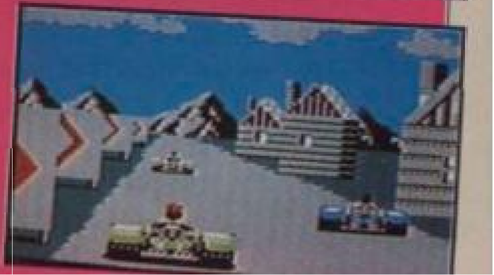
## POWER DRIFT

### Activision

The conversion of SEGA's wacky racer coin-op is almost upon us and it's lookin' like a goodie! Pictured here is action from the C64 version which is being programmed by 3D master, Chris Butler, the guy behind C64 *Space Harrier* and *Thunderblade*, and boy is it fast! The player's buggy fairly zips over hill and dale, and the scenery swishes past like a granny on a skating rink. And hardly a hint of chunky graphics, either!

Last month we previewed Ocean's *Chase HQ* conversion, saying "If this isn't the best ever Spectrum arcade conversion when it comes out, we'll find someone with a hat and eat it!" Well, Activision PR person, Amanda Barry, has such faith in the programmers of Spectrum *Powerdrift* (also programmers of Spectrum *WEC Le Mans*) that she brought over a hat covered with marshmallows, Cadbury's eclairs and Twiglets so she could take photographs of us eating our words! Hrrmph! The gall of the woman! The C64 version is certainly looking stunning, but we'll just have to wait and see the Spectrum version before start on our first Twiglet.





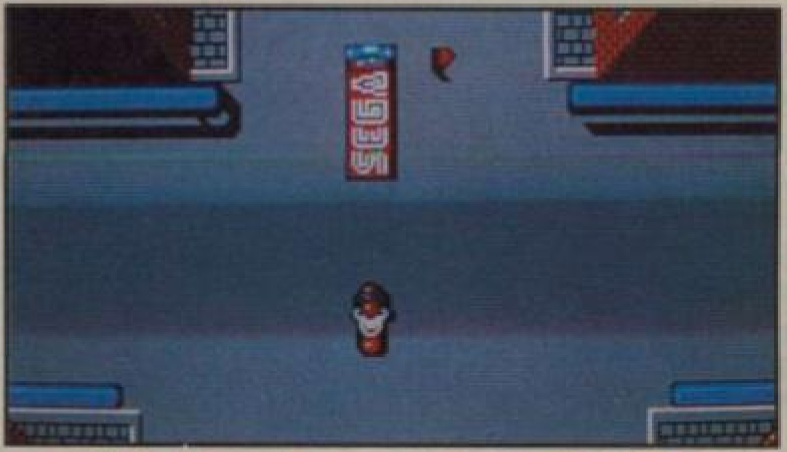
DIE

juggling, trapeze artistry, knife-throwing, tight-rope walking, and being shot out of a cannon. Mastery of said stunts is rewarded with hard cash, but working against you is Freddie, who does nasty things like blowing you off course in mid-dive, or lobbing you a bomb to juggle instead of a ball. Fiendish, eh? The programming team is being led by Chris Gray, who wrote *Infiltrator* and collaborated on the classic *Boulderdash*, and what we've seen of *Fiendish Freddie* is superb, with loads of humour and superb graphics and sounds. Will the circus be saved? We should find out in the review next issue.

RELEASE:
AMIGA/ST/PC,
SEPTEMBER
PRICE: £29.99

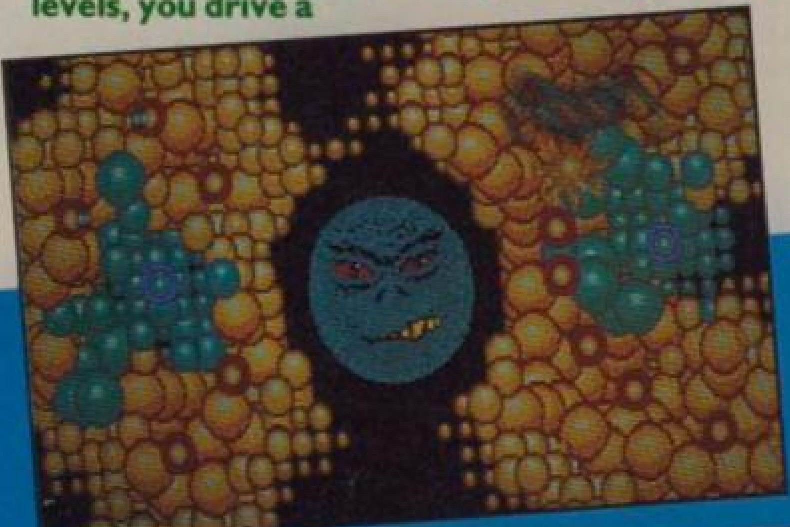
## ACTION FIGHTER

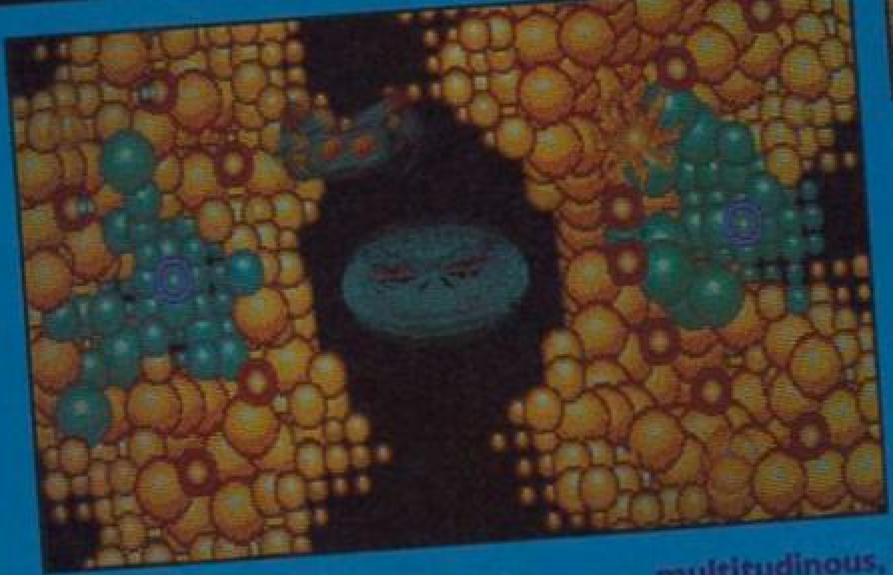
### Firebird



**Activision haven't got the monopoly on Sega licenses, y'know. This is a conversion of a little-known shoot 'em up of theirs which looks a lot like a turbo-charged Spy Hunter (classic drive-up-the-road-and-kill-things fun). In the first of the game's four levels, you drive a motorbike through a city, shooting all and sundry, and picking up extra weapons from supply vans. As the game progresses you take over the controls of a fabby car, then a heavily-beweaponed jet fighter. Core Software (producers of the acclaimed *Rick Dangerous*) have done the programming and the result is quite a nifty game. The ST version we've seen is pretty good fun so we're hoping for a review next ish.**

**RELEASED: ST/AMIGA/ SPECTRUM/C64/ AMSTRAD AUGUST**
**PRICE: ST, AMIGA £24.95, 8 BIT VERSIONS £9.95**

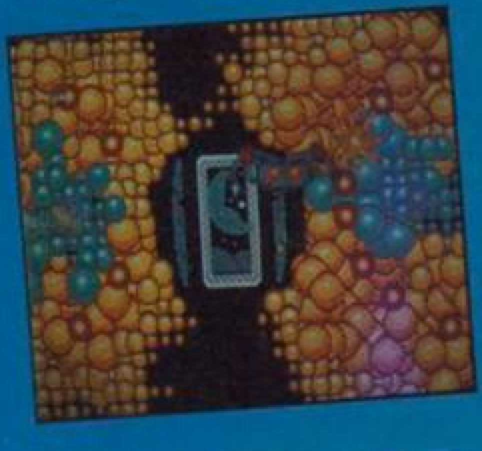




## WICKED

### Electric Dreams

**Before releasing their Sega coin-op conversions in the autumn, Activision are knocking out some original titles on the Electric Dreams label, amongst them this odd little number from *Stifflip & Co* programmers, Binary Vision. *Wicked* is a fast-moving game of space capture, which pits you, the goodie Sun God against the nasty old Moon God, who is trying to supplant your influence with his own. The intricacies of the game are multitudinous, but in essence *Wicked* is a simple blend of strategy and shoot 'em up which proves strangely addictive. Watch out for it.**



**RELEASED: ST/AMIGA OUT NOW**
**PRICES: ST £19.99, AMIGA £24.99**

## FALCON MISSION DISKS

### Mirrorsoft

**If you find that dogfighting MiG 21s has lost its challenge, Mirrorsoft have got just the thing to give your afterburners a boost. To follow up the success of military flight sim *Falcon*, they're releasing a new "disk two" providing twelve extra missions. Bust tanks, sink amphibious landing craft, then disrupt the enemy's lines of supply by making holes in their roads and breaking their railways — corblimey! More SAM sites, more MiGs (29s this time), more death and more money. The C+VG Anti-Avarice League would like to question the £20 price tag attached to the Mission Disk, which, considering you have to have the original *Falcon* disks as well (£30!), seems a bit steep. Still, if you're keen on this sort of thing . . .**

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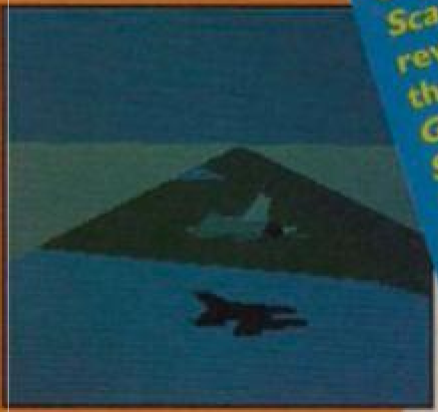

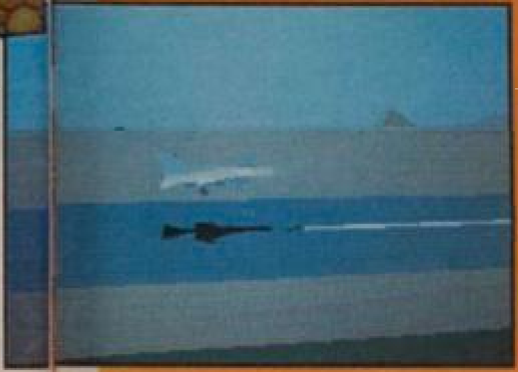

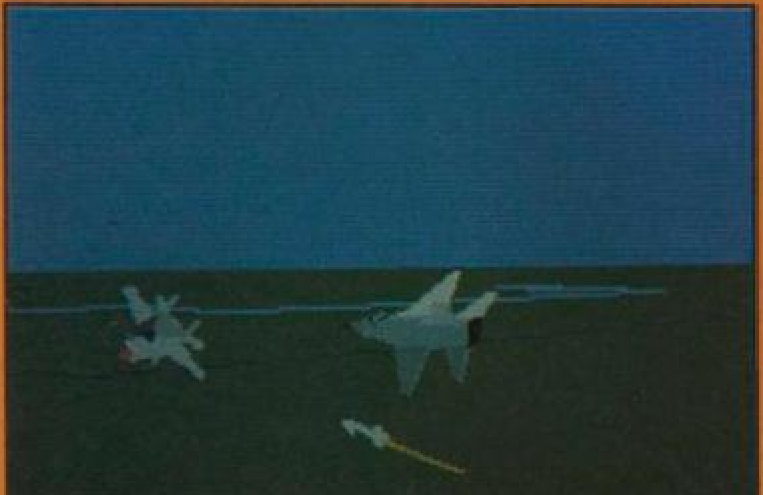

## ALTERED BEAST

### Activision

**Activision have certainly got a lot on their plate regarding Sega licenses. *Time Scanner* we've already reviewed, but to come there's still *Powerdrift*, *Galaxy Force*, *Hot Rod*, *Super Wonderboy* and *Dynamite Dux*. *Altered Beast* must count as one of the easier conversions — just a scrolling beat 'em up with a bit of metamorphosing and some nice graphics which, as you can see from the screenshot, have been nicely reproduced on the Amiga.**

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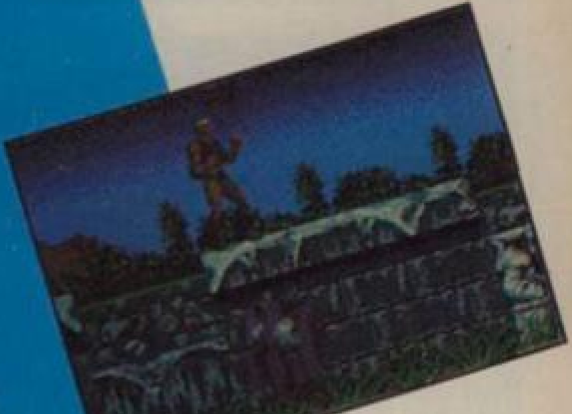

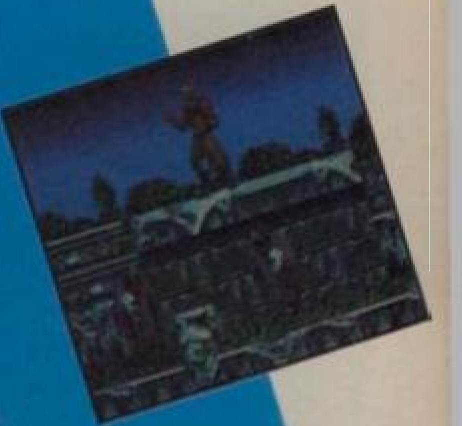

## TRAINED ASSASSIN

### Digital Magic Software

**Kill! Maim! Horribly disfigure! It's all here in Digital Magic's new scrolly blast which puts a warm bazooka in your hands and leaves the rest to you. Actually, the bazooka is just the start of things and your little on-screen trooper can pick up all manner of weird and wonderful instruments of death, including orbit and x-y balls, lectro blasts, power blasts and exterminators. Sounds like ripping fun, does it not? Well, our first impressions were certainly favourable, so Digital Magic may well have a winner on their hands.**

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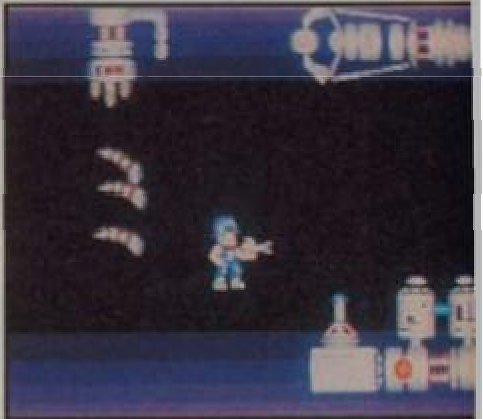
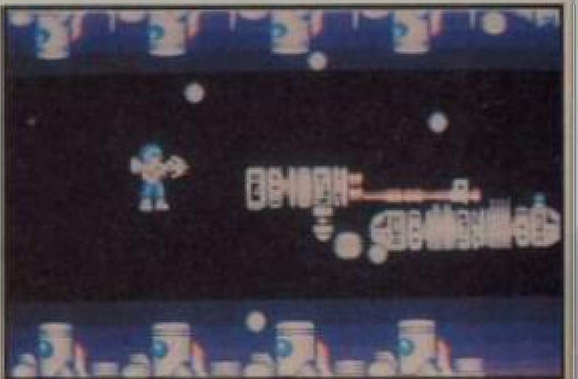
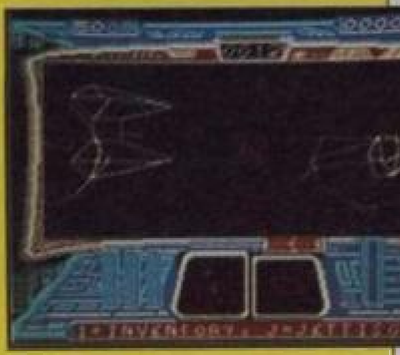




## STARGLIDER 2

### Firebird



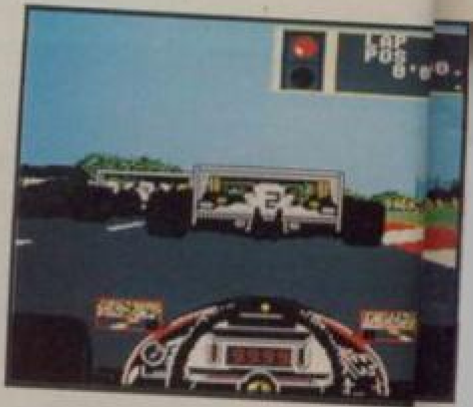
**Woo-wee! Hang out the flags, Grandma! The Spectrum version of Argonaut Software's fab space flight simulation is on final countdown for imminent launch. The nasty Egrons are building a giant beam projector to wipe out your home planet of Novenia from the neighbouring Solice system, so it's up to you to go to the Solice system and hunt around the planets for the equipment which will put a stop to those Egrons' antics. The ST and Amiga versions were 3D extravaganzas, and while the Spectrum graphics are only wire-frame, programmer Steve Dunn has used hidden line removal to make the 80 different craft, creatures and structures look solid. Steve has tried to keep as much of the 16 bit versions' gameplay in as possible but has had to compromise to a certain extent — check out the forthcoming review.**

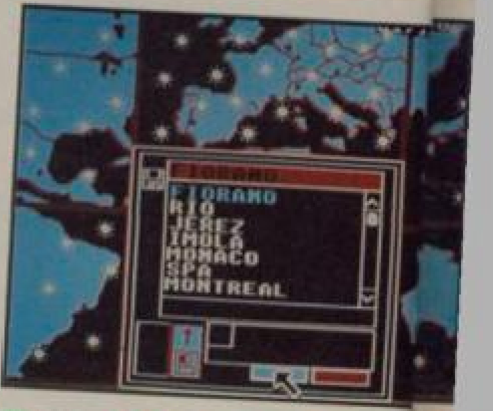
1-INVENTORY 2-JETTISON

**RELEASED: ALL SPECTRUMS, JUNE**
**PRICE: £14.99**

## FERRARI FORMULA ONE

### Electronic Arts





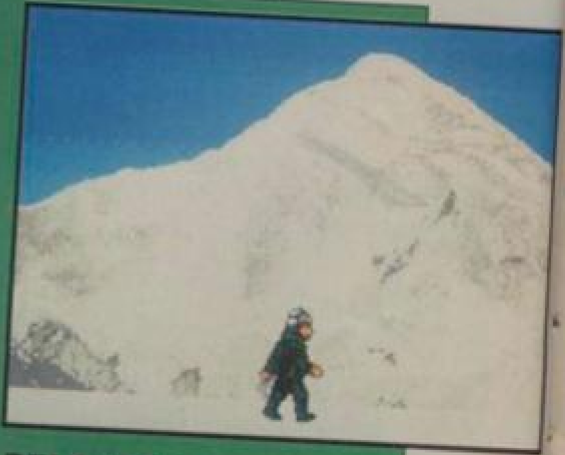
**"AAAAAAND! HERE! IT! COMES!!" as Murray Walker would say. EA have finally got around to producing ST and PC conversions of their motor racing sim which got a rousing reception on the Amiga eighteen months ago. EA also hint that there are also 8 bit versions just nosing out of the pits. As well as being able to rip up the tarmac on 16 simulated tracks all over the world and drive against such simulated celebs as Alain Prost, Nigel "Man-sell" and Ayrton Senna, you can also tune and repair your car in a simulated garage and wind tunnel and organise your simulated pit crew. Gee-force! Sounds good, but will it be better than Microprose's fabby *Stunt Car Simulator* or Domark's *Hard Drivin'* conversion? We'll just have to wait and see, won't we? That's the way the space-time continuum works, y'know.**

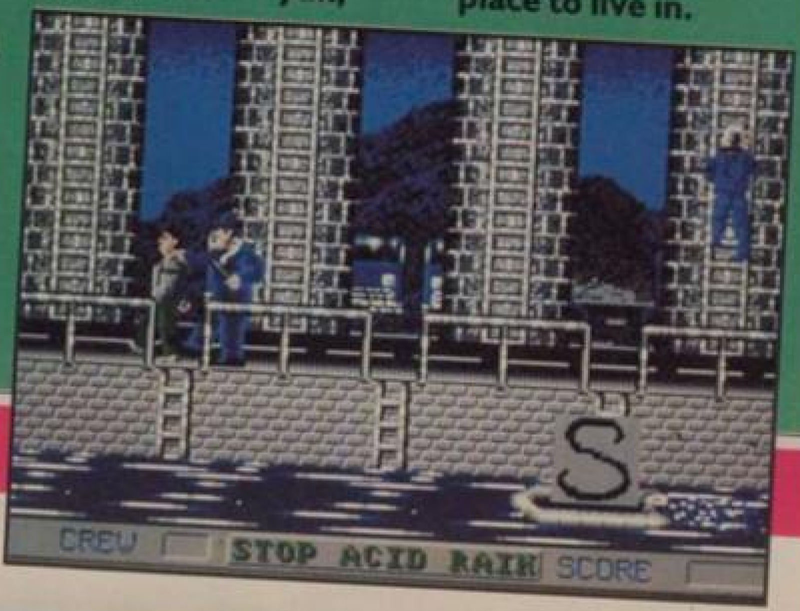
**RELEASED: ST/PC AUGUST, 8 BITS TBA**
**PRICE: ST £24.99, PC £29.99**

## RAINBOW WARRIOR

### Microprose

**We should have known it wouldn't take long before computer games jumped on the Green bandwagon. The first company to hitch a ride are Microprose who will be publishing a game on their Micro Style label featuring the exploits of eco-activists Green Peace, and their ex-flagship, The Rainbow Warrior. Being based an organisation dedicated to peace, the game won't have any blasting of CFC-laden aerosols or capturing of French Secret Service divers (or should that be "Frogmen" — yuk, yuk!). Instead it uses "Pythonesque" characters in ozone-friendly simulations of direct action tactics, which are intended to make the world a better place to live in.**



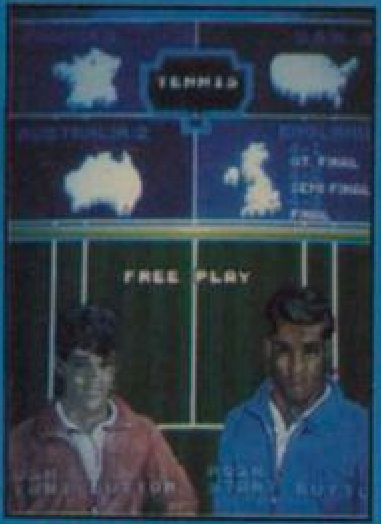


**RELEASED: SPECTRUM/C64/ AMSTRAD/ST/ AMIGA, OUT NOW**
**PRICE: 8 BIT FORMATS £9.95, 16 BIT FORMATS £24.95**

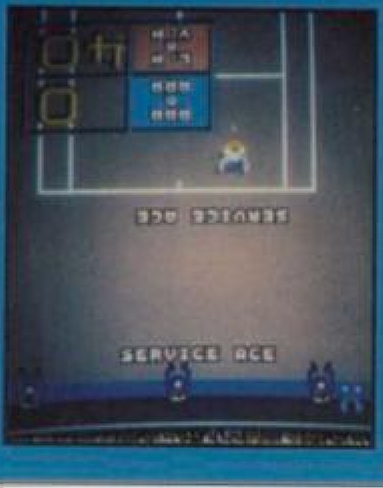
## PASSING SHOT

### Imageworks

**Anyone for tennis? Teque (of *Blasteroids* fame) are putting together the translation of this Sega coin-op, so little-known that even Mr Rignall has never played it! In spite of this astounding lack of notoriety, Imageworks assure us that as far as tennis games go, it's dead good. You can faze your opponents with your favourite type of overhand lobs, slices and curvy spins, while the view of the court scrolls to follow the ball. Clay and grass courts, ball boys, line judges, two player games — it's all here. No screaming foreign players threatening to insert their rackets into the umpire, though. Bit of an oversight, that.**



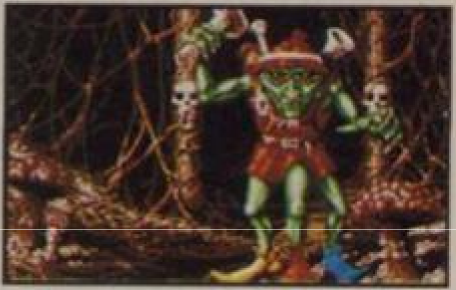
**RELEASE:
AMIGA/ST/C64/CPC/
SPECTRUM,
AUTUMN
PRICES: TBA**

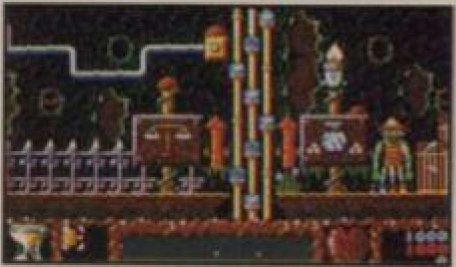


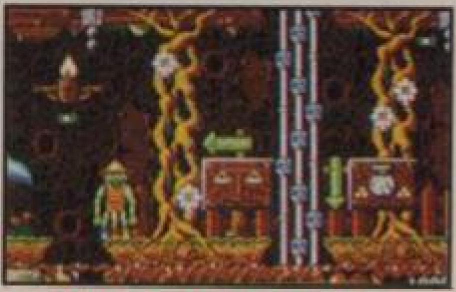
## VERMINATOR

### Rainbird

**Well, it's about time, too! This game seems to have been on the starting blocks since Pontius was a pilot, but what with the programmer being taken ill, then Firebird and its associated labels being sold to Microprose, *Verminator*'s had its fair share of hold-ups. It's a flick-screen arcade adventure set in an oak tree city which is riddled with woodworm and other pests. As the three-legged Verminator, your job is to trog through the tree, tapping the little bugs' skulls to earn cash, to buy extra weapons to kill more bugs, and so on. As you can see from the pic, the graphics are more colourful than Roger Melly's language, and the pre-production version we played was a thoroughly jolly wheeze. Look out for the review in the next ish.**





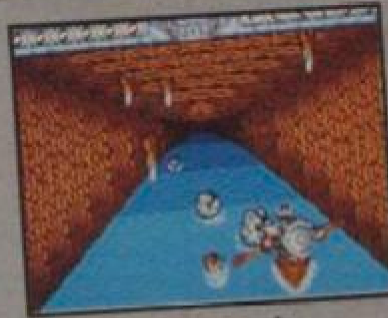


**RELEASED:
ST/AMIGA, JULY
PRICE: £24.99**

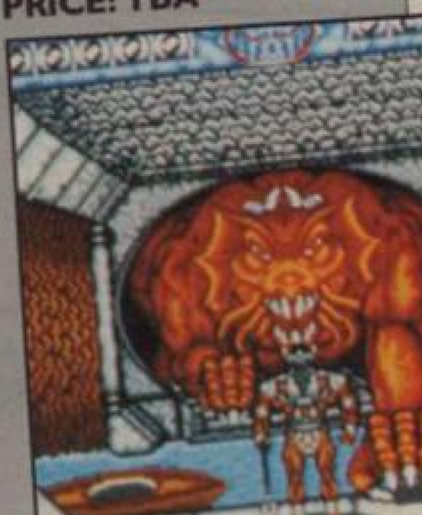
## CASTLE WARRIOR

### Palace

**As well as having the Amiga version of *Barbarian II* in their launch toobs, Palace are about to release the next of their licensed games from zose tres bon French programmers, Delphine. *Castle Warrior* casts you as a warrior on a mission in a castle . . . oh . . . you guessed that, huh? Ok, smarty-kex — no-good sorcerer Zandor has poisoned your old Dad (who happens to be the King), and to save him from an upset stomach and a nasty rash under his arms, you have to get the antidote. It's a six-part arcade game, taking you through underground dungeons full of monsters, a game of *Slay the Very Large Dragon*, a bit of slalom canoeing along an underground river, a fight with a big beast called Jibba (well, what's the matter with that?), the fight with Zandor, then a bout of dragon dodging as you fly home. Exciting or what? Well, Delphine certainly produced the goods with their last game, *Bio-Challenge* so hopes for *Castle Warrior* are high . . .**



**RELEASED:
AMIGA/ST, JULY
PRICE: TBA**



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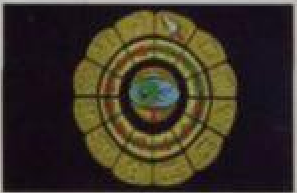
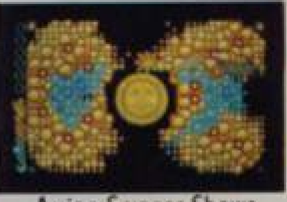


It's silent,
it's cunning,
it's spreading
it's . . .



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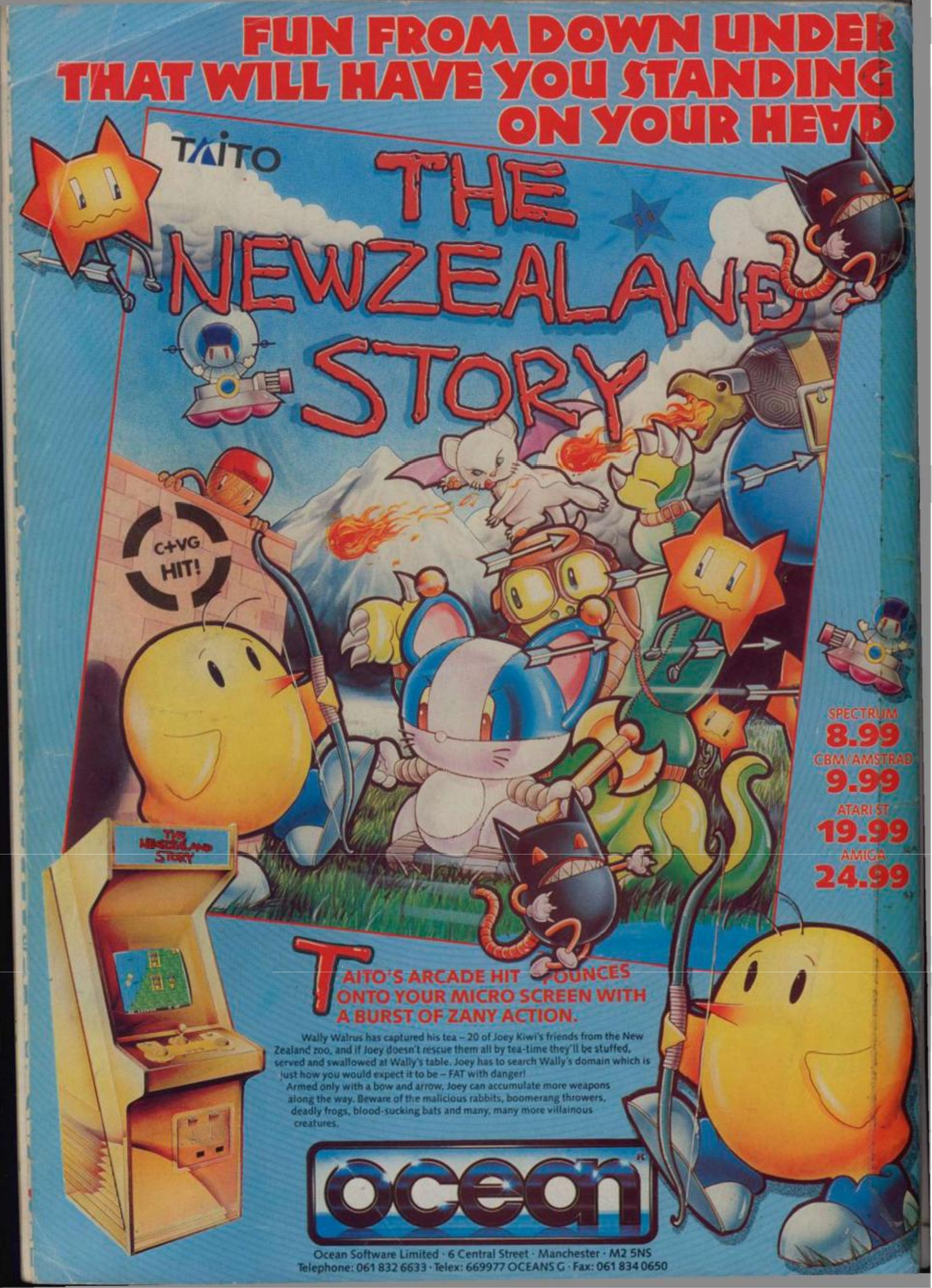
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